Fire Force

By Carvin

Introduction

250 years ago, the world was rent apart in an event known as the Great Cataclysm. Amid the flames of devastation, entire continents were torn apart and reduced to ashes, with some landmasses erased entirely amidst inexplicable rifts in space. Countless millions died, and many who survived must have wished they had not, for alongside the Cataclysm came Spontaneous Human Combustion.

This phenomenon, in which people seemingly randomly burst into flames, did not result in death, but instead a transformation into an Infernal: a creature of fire and brimstone which suffers in constant agony, with only the strongest of will being able to resist devolving into mindless monsters hell-bent on destruction. Similarly, many humans have developed powerful pyrokinetic abilities, becoming capable of manipulating the fire around them or even creating them in bizarre ways.

However, in spite of all that had happened, humanity has managed to hold on. In the relatively-intact ruins of what was once Japan, refugees from across the shattered world gathered to form the Tokyo Empire, a bustling nation united under the rule of the Holy Sol Temple, a post-cataclysm religion dedicated to the worship of the sun. Though most people go about their life as normal, even now the aftershocks of the Cataclysm are still felt: Spontaneous Human Combustion is still an ever-present fear for the populace, both due to the fact that it can occur to any person at any time and the sheer destruction Infernals can cause.

It was in order to combat this threat that an organisation known as the Special Fire Force was formed. Consisting of both pyrokinetic and non-powered individuals alike, the soldiers of the Fire Force dedicate themselves to defending the people and putting any of the unfortunate souls who become Infernals to rest. Not all is right in the world, though, for soon enough it will be discovered that not all instances of Spontaneous Human Combustion are truly spontaneous: a shadowy cult known only as the White-Clad has, in many cases, been triggering it artificially.

Beneath the surface of the Tokyo Empire, the White-Clad have been slowly extending their malign reach into society's most influential organisations, including the Special Fire Force itself. Devoted to the godlike Evangelist, they wholeheartedly desire only a single thing: to bring about a second Cataclysm in order to transform the Earth into a new sun.

You will arrive in this world on the same day that one Shinra Kusakabe, a young pyrokinetic with the ability to emit flames from his feet in order to fly, joins Special Fire Force Company 8. Without your interference, the world may very well end up becoming a very dangerous place indeed, though only time will tell whether it shall survive the events to come.

Take **+1,000 CP** to use as you see fit. Best of luck.

Starting Location

Roll 1d8 to choose your starting location. Alternatively, you may pay 50 CP to choose freely, whether it be one of the options below or anywhere else in the world. Be warned, though, that locations too far from the Tokyo Empire are likely to be entirely inhospitable to human life.

1. **Amaterasu**: Amaterasu is the reason the Tokyo Empire exists at all. A thermal power station powered by an Adolla Burst, a flame of incredible purity and potency, it single-handedly provides electricity to the entirety of the city. Though a location of great societal and cultural importance to the people of Tokyo, few know of its dark secrets: specifically, that the Adolla Burst that acts as its heart is contained within the body of a still-living girl, and that in the wrong hands, the structure that gives life to the city may well become the catalyst for a second Cataclysm.
2. **Special Fire Cathedral 8**: Located just east from the centre of Tokyo, the Special Fire Cathedral 8 stands in the middle of Special Fire Force Company 8's jurisdiction, which consists roughly of the Arakawa and Taito wards. As the newest (and smallest) company of the Fire Force, it's rather run-down and unimpressive compared to many of the city's other cathedrals, though that does not stop those who staff it from doing their best to protect the city.
3. **Asakusa**: Perhaps the most unique place in Tokyo, the people of Asakusa seem to have been transposed right out of the Edo period, a district of traditional Japanese architecture surrounded on all sides by high-rises and modern apartment complexes. Home to Company 7 of the Fire Force, they reject the doctrine and assimilation of the Holy Sol Temple, and as such are completely culturally sepaarated from the rest of the nation. Much like their leader Shinmon Benimaru, oft regarded as the strongest of pyrokinetics, the people are perhaps a bit mistrusting of strangers, though incredibly welcoming to any they see as their own.
4. **The Holy See**: Perhaps one of the most imposing buildings in Tokyo, the Holy See is the headquarters of the Holy Sol Temple and home to Raffles III, who serves as both the spiritual and secular leader of the Empire. Seemingly styled after the Icelandic Hallgrímskirkja, it takes the form of an enormous cathedral complex surrounded by vast, open courtyards and towering walls, which are constantly guarded by devout disciples of the temple.
5. **St. Raffles Convent**: Once a small orphanage on the outskirts of Tokyo used to train Sisters of the Holy Sol Temple, all that remains of St. Raffles Convent are the charred ruins, left untouched since it was destroyed years ago by an outbreak of Spontaneous Human Combustion that left all but two orphans dead. At least, that's what the public believes. In truth, the convent served a much darker purpose, in which its inhabitants were unknowingly experimented upon by the White-Clad, though such a thing will not come to light until much later.
6. **The Nether**: Beneath the entirety of Tokyo lies a sprawling network of tunnels to which entry is forbidden to the general public. Scorned as an

unholy place where the sun's holy light does not reach, in reality it is simply the ruined remains of Tokyo's subway network. However, there is some truth to the public belief, for its taboo nature makes it the perfect hideout for many shady individuals and organisations, from the Holy Sol's Shadow, a group of assassins who carry out the temple's will in secret, to the White-Clad themselves.

7. **New Qingdao**: Situated in one of the parts of the Chinese Peninsula that has gone largely untouched by the Cataclysm, New Qingdao is a small port town which largely serves as an outpost of the Tokyo Empire. Though it does have some use as a staging point for the rare expeditions into what remains of the continent, its main purpose is to serve as Tokyo's breadbasket, as much of the land around it is devoted to agriculture. Though largely safe, the land beyond is anything but, a barren landscape filled with bizarre terrain, unchecked hordes of Infernals and giant, monstrous worms that seem to have come from another world entirely.
8. **Free Choice**: It seems fortune favours you: choose any of the above options as your starting location.

Backgrounds

Choose any one of the backgrounds below, any of which can serve as a drop-in option if you so wish. For any background, you may pay 50 CP to choose your age freely instead of rolling for it.

Wild Card – Free

The Fire Force? The White-Clad? You don't particularly care about either of those. Both have their faults, and though you may lean more towards one's ideology rather than the other, you prefer to cleave your own path through life in search of your own truths. You might be a mysterious rebel who plots behind the scenes to expose the corruption of the Tokyo Empire, or perhaps a cunning businessman who cares more about advancing your own career than petty things like morals. Regardless, you're very much your own person.

Your age is 1d8 + 20.

New Recruit – Free

Welcome to the Fire Force, newbie! Whatever your past may be, you're now a new member of the Special Fire Force, having graduated from the training academy less than a year ago. While you may be lacking in experience, that doesn't mean you're weak. To the contrary, many new members more than make up for their relative inexperience with great determination or even powerful ignition abilities. Alternatively, you may be a new member of a different organisation, such as the Holy Sol Temple, the Tokyo Army, the Fire Defence Agency (which, unlike the Fire Force, acts as more of a mundane fire department), or even Haijima Industries, the monopolistic conglomerate that employs more than half of Tokyo's citizens.

Your age is 1d6 + 16.

Veteran – Free

You're no fresh blood around here. No, you've spent a fair few years at your job, and apparently you've been competent enough that you've earned a decently high rank. As a member of the Fire Force, you'd likely be a lieutenant: not enough to lead your own company, but if the Captain you serve under happens to retire or suffer an unfortunate fate? You'd stand a fair chance of assuming their title. Much like above, this may alternatively grant you a similar standing in a different established organisation, such as those that have already been mentioned.

Your age is 20 + 2d6.

Destroyer – Free

There's not really any two ways about this: you're one of the villains here. Unlike the others, who are either actively seeking to protect society or at least have a vested interest in its survival, your ideology, or at least that of those you serve, is purely one of destruction, to destroy all that exists in roaring flames. With this kind of belief, chances are you'd be one of the White-Clad, and likely a decently powerful member too. Be careful, though, for such an organisation tends to attract many individuals lacking in sanity and morals, who have no qualms about killing their own allies who inconvenience them.

Your age is 10 + 3d10.

Perks

All backgrounds may discount two perks at each price tier on their corresponding perk lists, with a discounted 100 CP perk being free.

General

Pyrokinetic – Free/200 CP/400 CP/+200 CP

When Spontaneous Human Combustion occurs, typically an individual becomes consumed by the flames and is transformed into an Infernal, otherwise referred to as a First Generation. However, more recently humans have begun to adapt to this phenomenon in a way. As such, though far more uncommon, in some cases they may not transform into an Infernal, but instead develop a pyrokinetic power as well as a degree of resistance to fire.

By taking this perk, you're one of these special cases: you've gained a moderate level of resilience to flame, enough that flames that would utterly incinerate a normal man would only leave you rather badly scorched but otherwise still alive. The exact details of your pyrokinetic ability depends on which tier of this perk you purchase.

For the free version of this perk, you become a Second Generation pyrokinetic, who are capable of manipulating existing flames but are unable to create them themselves. Ordinarily, this manifests in the form of being able to extinguish and control the movement of fire to some degree or another, though the specifics of one's ability may vary. Some possess incredibly fine control, able to use the sparks produced from ricochets to precisely alter a bullet's velocity and trajectory, while others may have an easier time controlling fire on a larger scale but face difficulty doing so with a delicate touch.

Naturally, though, many Second Generations' abilities operate in ways far different from basic pyrokinesis. Turning flames into sentient fireballs which can be freely controlled; using specialised instruments to convert heat into sound and then into ice; or even being able to absorb the kinetic energy of anything that strikes you, converting it into thermal energy within your body, and releasing it as blasts of flame are all possible.

For 200 CP, you instead become a Third Generation pyrokinetic, making you capable of generating your own flames from certain parts of your body, though unlike a Second Generation you cannot manipulate existing flames. The powers of a Third Generation tend to be much more varied in form than that of a Second Generation. Some are capable of producing flames from their feet in order to fly and increase the speed of their kicks, coat their fists with flame in order to enhance the power and range of their strikes, or shoot arrows of fire with incredible range.

Much like Second Generations, many Third Generation abilities can be much stranger in function. The ability to generate magnetic tentacles of flame that automatically respond to the magnetic field of the human body, produce a fire snake that can be infused into an injured person's body to greatly bolster their natural

healing, create blasts and tornado-like currents of air through the application of heat, or even generating fire within your own body to grant greatly enhanced strength and durability are all possible.

Third Generation abilities come with a notable drawback, however. As they are supposedly fuelled by the oxygen in the user's body, overusing these abilities can cause the body to overheat and thus suffer tephrosis, a condition in which parts of the body become burned and carbonised. This weakens one's pyrokinetic abilities and makes it painful to use them, though on occasion this has been shown to grant new pyrokinetic abilities, such as the ability to generate smoke from a carbonised limb.

For 400 CP, you've instead become a very rare case indeed, for you possess both Second and Third Generation abilities, allowing you to generate and control your own flames as well as being able to manipulate external flames, too. Though this does make you rather versatile indeed, it also allows you a much more freeform, intuitive control of flames than others with their rather specific powers. With time, and a lot of practice, you may even learn to be able to replicate the pyrokinetic abilities of others for yourself.

Alternatively, you can instead gain 200 CP to become a non-powered instead. Like most in this world, you weren't born with any pyrokinetic abilities. This doesn't mean you're entirely helpless – strength, skill, and a good weapon can take you a long way – but without some powerful outside powers, you won't have much of a chance at all against the strongest this world has to offer.

By taking any version of this perk aside from the +200 CP option, you gain access to the Pyrokinetic Ability Customisation section.

Adolla Burst – 600 CP

Little is known about the Adolla Burst. Though it is supposedly a flame of unparalleled purity originating from Adolla, a dimension linked to mankind's collective unconscious, it's not clear how it differs from a regular flame. What is clear, though, is that it possesses incredible power, for not only were they the cause of the Great Cataclysm, but just one can be used to power the entirety of the Tokyo Empire in the form of Amaterasu. Adolla Bursts are not something that are just found in the open, however: no, instead they are found within certain pyrokinetics as an integral part of them and their flames.

Now, you too bear an Adolla Burst within yourself, the mere presence of which empowers your pyrokinetic abilities to newfound heights many orders of magnitude greater than what they were before. Even if you were merely average in talent before, with this alone you'd be almost untouchable to all but the strongest this world has to offer. With this, the ability to use the heat generated from shivering to produce vibrations would allow you to disintegrate metal with a touch or produce an earthquake capable of shaking an entire city, while the ability to produce electricity would not only allow you to create powerful blasts of lightning, but also read the minds of and control people by sensing or precisely manipulating the electrical

signals in their brain respectively. Even more esoteric abilities may become possible, though you're still a step away from being able to break the laws of physics outright.

One other benefit of the Adolla Burst is being able to experience Adolla Links – a phenomenon in which your mind temporarily connects with someone else's. Links almost always occur spontaneously, usually in the form of you being made aware of instances of intense emotion directed towards you, such as a friend's desperation or a foe's murderous intent, but occasionally the information transferred can be more in-depth, such as specific memories. With training, you might even learn how to initiate one voluntarily. While in this world Adolla Links can only occur between those who possess Adolla Bursts or have otherwise been touched by Adolla, in future worlds you'll continue to experience them in other ways, being made aware of the strong emotions directed at you by those you have some sort of strong connection to.

Infernal Legacy – 400 CP/1,000 CP

Infernals aren't usually too much of a threat to a member of the Fire Force. While they possess a degree of pyrokinesis and enhanced physical ability, they're almost always nigh-animalistic in intelligence and can be killed by a decently strong blow to the chest, where their core resides. Occasionally, however, an Infernal spoken of only in terrified whispers will arise, one set apart by the two horns upon their head. These monsters, known as Demon Infernals, are not only far stronger than a normal Infernal, but often retain the full breadth of their intelligence, too.

By taking the 400 CP version of this perk, you are one of these Demons, a being seemingly entirely composed of flame and brimstone shaped into a humanoid form. As a Demon, your physical abilities are greatly enhanced: you're far stronger than even the mightiest of humans, able to snap a man in two and shatter concrete with a casual punch; you're fast enough to easily outpace any normal man; and your durability is great enough that mundane weapons, blades of plasma, and punches strong enough to shatter the ground fail to even scratch you. Even if an attack does manage to bypass your defences, unless it destroys the fist-sized core within your chest you cannot die, and will fully recover in time. Given how the attacks capable of putting you down are on the scale of skyscraper-sized tornados of fire or explosions great enough to level a small town, there's very little that could stand in your way.

With all of this, you're powerful enough that it'd take a good deal of ingenuity and the combined might of several companies of the Fire Force to even think about taking you down, and you could hold your own for a time against some of Tokyo's mightiest, though such a battle would likely result in your defeat without any other abilities to even the odds. In addition, unlike ordinary Infernals, you have managed to retain the entirety of your intelligence and mental faculties, and you experience absolutely no pain from being in this condition.

For 1,000 CP, though, you are something else entirely. Outwardly, you retain your normal appearance, but the truth is that you're more of a monster than a man. Your physical abilities utterly dwarf those of the Demons mentioned above. With your strength, you're capable of sending people flying into the clouds and beyond with a

casual punch, splitting the sea for a good mile around with a swing of your hand, and carving mountains apart. With your speed, you could run across water and move faster than all but the sharpest of eyes can keep up with. With your durability, you could not only be launched into space by an attack powerful enough to leave a crater on the moon visible from Earth with the naked eye and survive, but be completely unharmed by it. It would take an extraordinary level of firepower to even make you feel the dullest aches of pain, and to actually put you down would be an incredible feat indeed.

However, this isn't the full extent of your abilities – in fact, all of the above is only a result of a nigh-unique quirk of your being. Through means unknown, you've attained the power to Infernalise yourself at-will, taking on a form beyond that of even the mightiest Demon Infernals reminiscent of some sort of mythological creature, such as a dragon.

In this form, you gain a pair of wings that allow you to fly from the Earth's surface to outer space in well under a minute and manoeuvre perfectly even in the vacuum of space, and your durability is boosted to even greater heights than before. You have a great level of control over this Infernalisation process, able to convert only specific body parts, manifesting your wings at-will, or forming a suit of igneous armour over yourself. You're even capable of releasing tiny, yet incredibly sharp, 'scales' of your Infernal form whenever you're struck, which slice into your attacker to make it seem as if merely being in your presence is enough to cause harm. Oh, and as an added bonus, you're perfectly capable of breathing and operating normally in the vacuum of space, too.

Artistic License – Free

The Great Cataclysm changed a lot of things: it tore apart and shattered the continents, caused the emergence of Spontaneous Human Combustion and pyrokinetic powers, and changed the world to look like a manga. That's right: that's really how everything really looks. Once upon a time, everything looked just like the real world, but as the dimension of Adolla ever so slightly overlapped with the mundane during the Cataclysm, the very aesthetics of the universe changed to what they are now. Apparently the collective human unconscious likes manga or something like that.

If you wish to take this rather unique twist into future worlds, by taking this perk you may do just that. Whenever you visit a new setting, you may decide to alter its 'art style' to resemble that of a manga or anime, whether that be this one or a difference setting you like. No one other than you will seem to notice the sudden change in how the entire universe looks, and this change in art style won't have any mechanical benefits – this perk's effects are purely aesthetic in nature.

Wild Card

Aw Shucks – 100 CP

Of course, for all the attention the antics of the Fire Force and the White-Clad get, it's worth noting that the overwhelming majority of the population are regular people who work regular jobs. The only major differences with the citizens of the modern day are the greater level of fear surrounding spontaneous human combustion and the presence of individuals with pyrokinetic abilities. As it turns out, you might well be one of these ordinary folk, or perhaps someone with the background as one.

You've got a good level of proficiency and experience in a mundane trade or profession of your choice. Perhaps you're one of the vital potato farmers who supply the Tokyo Empire with food, or maybe you're an office worker of some sort at Haijima, the megacorporation employing over half of the nation's citizens. You might even be something slightly more exciting, such as a doctor or fire fighter (a separate profession from the Fire Force, mind – the former put out flames, the latter put Infernals to rest). Whichever you choose, you've got about half a decade of experience in it, and you'll have no problem finding opportunities to gain employment in this field, no matter where you go.

Observer – 100 CP

Though they may be battles with lives on the line, the fights around here also tend to be flashy, dramatic spectacles. As entertaining as they might be to watch, though, these battles also tend to have very few spectators. After all, one would have to be actively suicidal to watch a battle between people flinging indiscriminate blasts of fire at each other, each capable of destroying small buildings, wouldn't they? Perhaps it isn't so with you, however.

Whenever you wish to merely observe a battle, you'll find that fortune seems to smile on your status as an impartial bystander. Neither side will seek to drag you into their fight nor directly target you with their attacks, and even those attacks that should normally catch you in their blast radius will be conveniently placed to keep you just outside of their areas of effect. This does have its limits, however: some attacks might just be too large in scale for you to escape unscathed, for instance, and if you intervene for either side for any reason, this protection will automatically end.

Slice of Life Chapters – 100 CP

The Tokyo Empire is a stressful place. Between the justified fear the general populace has of turning into brainless monsters of brimstone and the cult that has a very real chance of realising their apocalyptic ideals, the average citizen can't be blamed for feeling a bit paranoid every now and again. As such, chances to just wind down every now and again, to forget about one's troubles, are sure to be cherished whenever they come about.

Now, you can always be guaranteed that you'll always have chances to catch your breath and relax between the more dangerous and stressful periods of your life. During these periods, chances to enjoy yourself which many others may see as mundane will seemingly just land in your lap, as if the universe itself is trying to help you work off your stress. Perhaps, after a dangerous expedition into the city's unexplored underground during which you nearly lost your life, you'll be invited by your friends on a shopping trip, or in the days after you finally found a place to harbour you after so long as a fugitive, you'll find yourself taken along on a bar crawl or two. These may only last a few days at most, but you can be sure that during them your enemies won't move against you unless you make attempts to go after them first. The ways these chances to let your hair down come about

Head Deadbeat – 100 CP

The young man known as Arthur Boyle had a rough childhood. When faced with debt, his parents abandoned him without warning, leaving behind only a note saying they were on an adventure to save the world. It took a decade before he found them again, entirely by chance, living in the Nether, having had three more children in his absence. Instead of the anger many might feel at such a reunion, however, all Arthur felt was happiness and excitement to hear how their adventure went.

Now, much like Mr. and Mrs. Boyle, you have an uncanny tendency to get away with being a terrible parent to your children. So long as you have a justifiable reason to be completely absent from their lives and leaving them to fend for themselves, they'll accept it completely without any resentment directed your way. Hell, even if you don't have a good reason, so long as you can come up with a believable lie they'll just tend to accept it and treat you with the same warmth they would have before you left them. Naturally, this perk doesn't protect you against the consequences of more severe forms of poor parenting: actively abuse them, and your kids will hate you just as much as they naturally should.

Fireground Robbery – 200 CP

Prior to joining the White-Clad, Inca Kasugatani had a rather unique method of earning money. Using her unique ability to be able to predict the pathways that heat and fire will take, she located houses that were about to burn down, waited until the blaze started, and swooped in to rescue the helpless residents… for a price, of course. Surprisingly enough, she kept on getting away with this over and over, the only reason she stopped being that she found a greater source of thrills: ending the world.

Now, by taking this perk, you'll have similar skills of persuasion to her. Whenever you rescue, protect, or otherwise help someone, they'll be much more willing to reward you than they otherwise normally would. Naturally, the extent of this reward scales to the amount of danger the person you're helping was in, as well as the risk to yourself. Help an old lady across the street and she might give you a small tip out of her purse, but help a man escape a burning building? He'd be more than willing to

give you his entire life savings, whether you're helping him out of the genuine goodness of your heart or pure selfish greed.

Passed the Ethics Committee – 200 CP

The scientists at Haijima Industries have a valuable role in the society of the Tokyo Empire, tirelessly researching to try and unravel the secrets behind Spontaneous Human Combustion, Infernals, and the Adolla Bursts. The methods they use to study such things leaves a lot to be desired, however, as in trying to further their understanding of pyrokinesis, child abuse – both physical and emotional – is often the result. It speaks volumes when one of their employees literally has the job of brutally beating kids to study how they react under stress.

Normally, these scientists may view their extreme measures as necessary to get results, the ends justifying the means, but to you? You know better. Now, no matter what research you may undertake, you'll never have to use unethical means to get results. Though it may take a little bit more time to figure out, you'll always be able to find ethical methods and means of study that are just as efficient as the more tempting unethical ones, even when others might decry such idealism as impossible. You'll always be able to hold your head high, knowing that you'll never have to stoop to vivisection and beating up young children to get things done.

Curiously Mysterious – 200 CP

Despite being a massive cult with perhaps hundreds of members, nobody on the surface seemed to have any inkling of the White-Clad's existence until they decided to reveal themselves by turning people into Infernals and blowing people up in broad daylight. Even then, though, the location of their lair was a total mystery, and only ended up being revealed by a few pieces of circumstantial evidence they happened to leave behind at one of their crime scenes. If not for that stroke of luck? The hapless investigators of Tokyo might have been helpless before them.

By taking this perk, whenever you're investigating a mystery or case of some sort, you'll find that major clues and pieces of evidence tend to fall into your lap by chance. Though these don't tend to solve the mystery by themselves, following up on them with a bit of effort of your own will allow you to crack these cases with ease. If you're trying to track down a serial killer, you might come across them in the act of murdering their latest victim by sheer happenstance, though you'll likely only get a glimpse of an arm or the deed occurring from a distance. Likewise, if you're trying to track down the hideout of a shadowy organisation, you might not find something as convenient as a map pointing directly to them, but traces of a certain chemical or material that can only be found in a handful of places might be found at the scenes of their crimes.

Bullying Kids is Fun – 200 CP

Yuichiro Kurono is perhaps one of the strongest Third Generations in Tokyo, possessing the unique ability to emit, control, and finely manipulate large amounts of smoke from his arm. Yet, despite his great power, he possesses a twisted personality that drives him to torment and brutalise the weak, leading to many referring to him as the maddest of pyrokinetics. While many might regard someone who lives for little more than beating children as an unemployable monster, he also happens to be a happily-employed salaryman at Haijima Industries, which caters to his perverse desires.

From now on, much like Kurono, you'll always be able to find positions in society that are perfectly suited to your personality and desires. If you're a lazy sort, you'll happen across easy jobs that just so happen to pay far better than they should, whereas if you happen to be a little bit more psychopathic than that you'll be able to find employment opportunities that encourage you to vent your crueller tendencies. What's more, these jobs seem to be rather forgiving of the quirks in your personality others might fire you over. Sleeping on the job, unexplained absences, assaulting co-workers: all of these can be excused and overlooked so long as you actually get the work done.

Same Old Company 8 – 400 CP

Special Fire Force Company 8 is rather unique within the Fire Force. While the other companies tend to be associated with certain major factions in the Tokyo Empire, such as Company 1 with the Holy Sol Temple and Company 2 with the Tokyo Army, Company 8 is independent of any outside influences. It's perhaps because of this that, unlike the other companies, they seem to function more like a close-knit family than anything else. This feeling is such that even outsiders who may not have the company's best intentions in mind soon become swept up by them, and before long become a true member of this family too.

Now, a similar sort of effect will occur with you, too. Whenever you join an organisation or group of any sort, you'll find that your mere presence seems to have a positive effect on the place. Members that once hated each other come to settle their differences, those that were indifferent to each other become close friends, and a work culture once focused solely on individual performance might instead become warmer and more compassionate. Soon enough, the organisation might as well be considered a second home to those that are a part of it, and the more it comes to feel like a family, greater teamwork and efficiency at their jobs will naturally follow. Of course, this effect will take longer depending on the size of the organisation. A company of a dozen or so soldiers might only take a few weeks, whereas an entire corporation would take many years with this alone.

Random Death Proof – 400 CP

It's a terrifying time be alive in Tokyo. Though they may do their best to go about their daily lives, the fear of Spontaneous Human Combustion hangs above every citizen's head. At any time, at any place, one could burst out in flames and became a

monstrous Infernal for no reason, with no means of preventing it. As there is no known means of returning someone's humanity once they have become an Infernal, all one can hope for is that the victim can be put to rest before they kill too many people in their madness.

Fortunately for you, there's no need to carry such fears, at least regarding your own fate, for you will never suffer any sort of death that was completely outside of your ability to prevent. This not only means that you'll never randomly undergo Spontaneous Human Combustion, but other seemingly random causes of death, such as those caused by brain aneurysms, stray bullets, or objects randomly falling from the sky onto your head, will never occur to you either. At least when you die, it'll seem to have happened for a reason instead of the universe deciding to spite you.

You're a Host – 400 CP

Though the public at large believes that Spontaneous Human Combustion is entirely random in whom it may inflict, the truth is that, in some cases, it is anything but. Using strange insects, the White-Clad have come across a method of artificially inducing this phenomena. The majority of the time, those affected die and become Infernals. Very rarely, however, they may awaken to something else entirely: dormant pyrokinetic abilities or, in the case of a certain Nataku Son, an Adolla Burst.

Whenever you're subjected to any sort of experimentation, you'll somehow always manage to get the best possible results out of it. So long as there's even the slightest chance of success it might as well be guaranteed for you, and you'll suffer no negative side effects from the process that could be avoided. With this, you'd be guaranteed to develop pyrokinetic abilities when exposed to an Adolla bug, and if you tried to turn yourself into a sentient colony of insects, you'd be guaranteed to keep your sense of self perfectly intact. Bear in mind that the experiments have to have a chance of success, however: if a faulty or non-functional procedure is performed on you, the most you can expect is not to suffer any lasting harm from it.

I'm the Joker Baby – 400 CP

Beneath the pure visage of the Holy Sol Temple lies a dark, sinister secret. Quite literally directly under the Holy See, the religion's headquarters, the lair of the Holy Sol's Shadows can be found. This group of assassins serves a single purpose: to eliminate anyone the Temple regards to be an enemy, whether they be Infernal or human. Its members largely consist of orphans, taken in at a young age and indoctrinated into being nothing but emotionless killing machines. Few survive the training, and fewer still manage to hold onto their personality after their training's complete.

Somehow, though, you are one of these lucky few. Whether you're a current member of the Sol's Shadows, one who escaped their clutches, or someone who simply happens to possess the same skills as them, you're an incredible assassin. Incredibly stealthy, you're easily capable of slipping in or out of all but the most well-guarded of

places without arousing any suspicion. Even breaking into a military facility with soldiers on high alert while wearing a ridiculous-looking clown costume would not be beyond you. And if you do happen to be caught? It just so happens you're a pretty talented combatant, too. Fighting unpredictably comes naturally to you, constantly keeping your foes guessing through misdirection, unusual movements, and a plethora of tricks kept up your sleeve. Armed with nothing but a knife, it's possible that you could take on some of the best in the Fire Force and hold your own against them, though the very strongest among them would likely still win if you only had this alone.

Amazing Grace – 600 CP

To the general public, there are three generations of pyrokinetics. The First Generation are the Infernals, the Second those who can manipulate fires, and the Third those who can create flames of their own. However, little do they know that there is a Fourth Generation: Third Generations bearing Adolla Bursts whose powers can defy the very laws of physics, such as being able to fly faster than the speed of light. However, these powers are not able to be used freely: if they lack Grace, a spiritual link to a godlike being from Adolla, these abilities remain inaccessible, essentially making them a regular Third Generation.

You, however, are a unique case: someone who could potentially use a Fourth Generation ability without requiring Grace. In short, none of your abilities rely on the whims of godly beings or patrons to function, any powers you're given becoming truly yours the moment they're granted to you. When a god bestows you with a blessing of some sort, that blessing becomes yours forevermore: no matter what they try, that same god could never rescind it from you. In the same way, once you have received Grace, you will always enjoy the boost of power that comes with it. While your powers may still be able to be suppressed or nullified, they will never be able to be permanently taken from you.

Adolla Touched – 600 CP

The dimension of Adolla is little understood, at once both a charred, hellish landscape of alien vistas and a place strongly connected to the collective subconscious of mankind. As such, it is no surprise that humans who touch Adolla end up changed by the process. Most end up with a Stigma – a scar marking their link to this bizarre world – but for some lucky few, the changes are more significant. They become something that's partway between human and a denizen of Adolla, something that seems to have happened to you, too.

The first benefit of this is that you are now biologically immortal: no matter how many hundreds of years pass, you will not age in the slightest. However, this could be seen as a mere side effect to the other, more prominent benefit: that you have become a being akin to a god of sorts. While this doesn't make you any more powerful than before, it does mean you've become capable of bestowing blessings upon others. With this, you can grant living beings extended (or even indefinite)

lifespans, gift even the lowliest of animals with sapient thought and the capacity for speech, or create verdant oases in the midst of an inhospitable wasteland. You could even act as a source of Grace for Ignition users with an Adolla Burst, allowing them to wield Fourth Generation abilities. All of this is fuelled by your life force, so be careful about overexerting yourself: while each individual blessing may only require a small expenditure, they may well add up over time.

I'm a Genius, Sir – 600 CP

Viktor Licht is an unusual man. Though he lacks any ability to wield fire and his physical abilities are below average at the very best, he's perhaps one of Company 8's more vital members. The reason for this is his intelligence: a self-professed genius, his analytical abilities have saved both Company 8 and even the Tokyo Empire as a whole several times over through deciphering solutions to problems that no one else could. In all of Tokyo, his mental abilities have no rival… except, perhaps, for you.

Your intelligence is utterly staggering, able to quite easily comprehend whatever you put your mind to in record time. Even if you'd only just graduated from university, your mind would allow you to quickly revolutionise any field you decided to enter, coming up with theories that are years, perhaps decades, ahead of their time, enough that even respected veterans would soon have to defer to you.

Of course, your intelligence isn't only applicable to academic circles. In combat, you'd be able to quickly figure out the exact nature and mechanisms of a person's abilities, no matter how esoteric they might be, and come up with countermeasures to deal with them. Likewise, it doesn't take much effort for you to figure out the intentions behind your enemies' plans, either. What may seem like random events to others could be rather swiftly pieced together by you through only the most tangential of clues.

God of the Forge – 600 CP

Licht isn't the only member of Company 8 whose specialties lean towards a more supporting role, though. Vulcan Joseph, though reluctant at first, soon came to settle in as the company's resident engineer, tasked with building and maintaining the company's equipment. A descendant of those who first built Amaterasu, the generator that powers all of Tokyo, his abilities are nothing short of extraordinary. In fact, there's only one person who could possibly contest his title of God of the Forge: you.

You're an engineer and inventor like no other, your brain seemingly naturally suited to mechanical work. There are very few machines out there you couldn't repair, and those that lie beyond your abilities could soon be made to fall within them with just a little bit of tinkering and study. Your ability to build machines, too, is rather impressive: assuming you had the components on hand, you could construct creations as complex as robotic animals, metal balls that somehow use steam to project 3D images into the local environment, or even tools that can directly

supplement an individual's pyrokinetic abilities, granting new and powerful methods of attack. As an added bonus, your creations also tend to be more resilient than they appear, too: even the most fragile-looking devices would be able to stand up to a good bit of percussive maintenance with a wrench, to say nothing of what the sturdier ones could endure.

New Recruit

Grinning Devil – 100 CP

Shinra Kusakabe hasn't had the best life. In typical protagonist fashion, his mother and younger brother were both murdered by a horned Infernal which invaded his home (or so he believes), and this incident just so happened to cause his pyrokinetic abilities to awaken. This coincidence, combined with his the demonic smile he wore as he watched his house burn (which is actually just a habit of his that happens when he's frightened), led to almost everyone he met scorning him as a devil, the one who murdered his own family and took delight in it.

Fortunately, though, you needn't fear such social stigmas being wrongly attached to you. So long as you genuinely mean well, or even just want to go about your day and live a normal life, people won't assume poorly of or judge you for your unusual tics, habits, or physical features. Even if you had a habit where you smiled or laughed when faced with scenes of gore or extreme violence, or had an appearance that made you look like a stereotypical serial killer, nobody would assume badly of you. At worst, they'll think you're a bit strange, but most would just accept it as a normal part of who you are and move on. Of course, if you have genuine malicious intent, this won't change a thing.

Gorilla Cyclops – 100 CP

For an organisation dedicated to fighting monsters of pure fire and brimstone, it's no surprise that the members of the Fire Force tend to be strong in combat. However, while most pyrokinetics tend to rely on their abilities, some weaker Second Generations and unpowered individuals lack these capabilities, and so are forced to use more traditional means of combat. Such is the case of Maki Oze, a Second Generation whose abilities aren't well suited for direct combat, and so tends to make use of her talent in the martial arts more than anything.

Perhaps you have a background in the military, but you're a rather talented martial artist too. With strikes, grapples, or throws, you're strong enough to take down small groups of human opponents with nothing but your bare hands, and even completely incapacitate those who have a rather significant size and strength advantage on you. While you may struggle to kill an Infernal with this alone, you'd certainly have a fair chance of fending it off and possibly even pin it to the ground, provided you're not afraid of getting burned. Oh, and as a side effect of all the training you've done to attain these skills, your body's not half bad, either, your toned muscles perfectly complementing your appearance.

Legally Lecherous – 100 CP

The Lucky Lecher Lure is perhaps the most controversial occurrence in this world. In short, it is the phenomenon where Tamaki Kotatsu, an otherwise decently-competent Fire Soldier, has a tendency to lose her clothes in a contrived, often nigh-impossible manner completely at random, placing her into humiliating circumstances that one

might see in a standard harem manga. Naturally, she's not too happy about this development – who would be when the universe is seemingly conspiring to turn her into a fanservice character against her will? – and she often responds by lashing out at those swept up in her hijinks.

Should you ever be caught by the Lecher Lure and its typical fanservice scenes, though, you'll never need to fear violent repercussions. So long as you're not being a creep about it and it's a genuine accident, people will immediately forgive you whenever you catch them in a compromising situation. Walk into a girl's room while she's changing? She'll tell you to get out but will understand your voyeurism wasn't intentional. Accidentally trip in a way that your hands land on someone's chest? They'll be more concerned about checking if you're alright than the groping that may have occurred. Many a harem protagonist would kill for such a perk. However, let it be reiterated: these occurrences have to be accidents. If they're intentional actions by you made to look like accidents, you'll get the full repercussions for your actions.

Hell Yeah – 100 CP

The Chinese Peninsula is an unusual place. Aside from the unnatural rock formations, worms large enough to swallow houses, and the literal rift in reality that has cut most of mainland Asia in two, many areas emit a strange gas with psychoactive effects. While fortunately not poisonous, it seems to have potent effects similar to nitrous oxide, inducing euphoria, bizarre behaviour, and minor hallucinations in those who happen to inhale it. However, even while intoxicated, the Fire Force are still required to do their duty, as was seen when they were forced to fight off one of the aforementioned giant worms while completely off their heads.

Strangely, though, the gas didn't seem to affect their abilities all that much, and a similar effect shall be extended to you. No matter how intoxicated you get, whether from drinking alcohol, inhaling strange gases, or something else, your ability to fight will never be compromised. You'll still experience the effects normally, but when the situation calls for it, you'll overpower them and continue on as normal, your competence offsetting the detriment drunken staggering or altered judgment might have on you.

Swoop He In – 200 CP

Being a hero is difficult work. As much as the ideal would be to save everyone you come across who needs rescuing, the reality can be much more harsh. Sometimes, you're just a little bit too slow, a little bit too weak, or you foe just that tiny bit too strong for you to handle, and just like that the life you wanted to preserve is lost. While an event such as this may break many aspiring heroes, it needn't bother you, however: not because your will is strong enough to ignore such setbacks, but simply because they never occur in the first place.

Whenever someone's in danger in your immediate vicinity, you'll always be capable of saving them should you want to. Buildings collapse that much slower, otherwise

vigilant kidnappers have momentary lapses in attention, and the countdowns on bombs seem a just a little bit longer than they should be, just enough for you to rush in, grab the poor person in need of saving, and get them to safety before it's too late. There may be some situations where this is more difficult: evacuating everyone in a collapsing skyscraper's nowhere near as easy as getting everyone out of a burning house, after all, but so long as you truly put your all into it and perhaps push your limits, you'll never not be able to rescue everyone.

Idiot Savant – 200 CP

Despite, for all intents and purposes, being a complete and utter idiot, there are some times when Arthur Boyle displays an uncharacteristic spark of intelligence. When faced with a seemingly random string of numbers in an ancient structure that even genius scientists couldn't decipher, he was able to identify it as pi with just a glance. The reason? In order to better emulate the Knights of the Round Table, he just so happened to memorise pi because it had something to do with circles. Perhaps this may be seen as a convenient plot device to some, but it's one you're fully capable of benefitting from.

Somehow, important and obscure information you have no right actually knowing will sometimes spring forth in your mind when you truly need it. Come across a bizarre riddle that's key to solving a mystery? You happen to be familiar with the esoteric literary references it's based around. Stumble upon an ancient stone tablet inscribed with a long-dead language? You just so happen to be completely fluent in it for some reason. This won't help you every time, but when you urgently need to know something oddly specific that would otherwise be completely useless knowledge, you can be sure this effect will kick in.

Finger Guns – 200 CP

There are a number of ways one can improve their Ignition ability, from simple training to obtaining items that can expand their capabilities. One of the more obscure, but also highly effective, methods is the use of hand signs. By making certain configurations with one's fingers, it becomes possible to alter the flow of energy in one's body and concentrate it in certain points. For example, holding the thumb against the palm and placing the index finger on the thumb would concentrate power in the legs.

You happen to be a master of these hand signs, able to empower any part of your body simply by holding your fingers in certain positions, potentially allowing you to hit far harder than you should. This also extends to supernatural abilities originating from that part of the body, granting incredible levels of control that wouldn't be possible without extensive training otherwise. If you had the ability to produce fire from your feet, the aforementioned hand sign would focused it, turning uncontrolled gouts of flame into something more akin to the focused energy of a jet engine, while a 'devil horns' hand sign would cause the flames to become far more unpredictable and explosive, but also more powerful. The only limits are your imagination.

I'm Not Telling! – 200 CP

The only thing worse than a powerful foe is an intelligent one. All the strength in the world means naught if, in the midst of gloating about their dastardly plans, a villain inadvertently reveals exactly how to foil their plots. Unfortunately for some, the evil-doers of this world lean more towards the smarter end of the villainous spectrum, refusing to reveal the full extent of their designs until it is too late. If they were just a little bit more talkative, it's possible a great deal of damage – including a Second Cataclysm – could be averted.

Fortunately for you, this seems to be the case: when you're around, people seem to a lot looser lipped than they really should be, often letting slip things they really should be keeping secret. Cunning schemers will drop major hints as to what their plans involve, those you're fighting will tell you the weaknesses of their abilities, and mooks will spill the beans on their higher-ups without hesitation (as much as they know, at least). This doesn't just apply to those you are actively hostile with, either: business rivals may end up slipping up and telling you some corporate secrets, and even friends may accidentally let on to well-kept secrets that have been eating at them.

Generational Divide – 400 CP

While many may see the Holy Sol Church as a force for good in the world, the truth is that it has quite the dark side. Between the secretive order of assassins who aren't above slaughtering families just to get back at a former member who tried to escape to the fact that they were founded by a member of the White-Clad in disguise (and would later openly ally with them), they're not quite as clean as they might claim. With how corrupt this theocratic society may be at its very core, perhaps it's not surprising some might just want to tear it all down.

When fighting against an established order, you find all of your actions related to combating or bringing them down are that much more effective. Plots and rumours spread to turn public opinion against them will see sympathisers flocking to your side, while directly trying to topple their rule yourself will see each strike you make leaving their hold visibly weaker. This is most noticeable when fighting directly against someone dedicated to upholding that order, as your blows hit a fair bit harder than they should. This scales with how essential that person is to the order as a whole: a common foot soldier wouldn't see much of an increase, but a leader and figurehead? Even if you could barely even scratch them before, you'd have a decent chance of victory now.

Latom – 400 CP

The Fire Force are not merely an organisation dedicated to curbing the threat of Spontaneous Human Combustion, but a rather religious bunch, too – there's a reason they refer to killing Infernals as putting them to rest. Nothing makes this

more clear than the Sisters: nuns of the Holy Sol Church who accompany almost every Company, blessing the weapons the Fire Soldiers use and offering prayers so that the Infernals might rest in peace.

Now, you have received all of the training a priest of the Holy Sol might receive. First and foremost, this grants you a rather reassuring demeanour: your mere presence seems to put people at ease, and with but a few comforting words you could calm the heart of someone overwhelmed by grief or inspire faltering allies to cast aside their doubts and fight. However, you also have some minor priestly powers that may come in handy in this world and others. Through holy rituals, you're capable of providing minor, temporary blessings to weapons, making it so that they cut through unclean and malign forces that little bit easier or causing less suffering to those they hit, and by offering prayers to the recently deceased you can help their souls rest in peace, preventing them from returning to life. It doesn't matter who or what you devote these rituals to: the mere act in itself just seems to have intrinsic value.

Kicking King – 400 CP

In a world where flashy pyrokinetic abilities are fairly commonplace on the battlefield, you might be forgiven for thinking that traditional martial arts have fallen by the wayside. This isn't necessarily true, however, for not only do the unpowered and weaker Second Generations often make use of superior hand-to-hand combat skills to close the gap between them and their opponents, but certain Third Generations make use of them too. In these cases, they often blend them with their Ignition abilities to terrifying effect.

By taking this, your martial prowess and supernatural abilities, including any pyrokinetic abilities you've acquired here, have become one, able to be blended together with seamless, effortless ease. Through this, you're able to harness your powers to come up with truly unconventional fighting styles: perhaps, if you had the ability to produce flames from your feet, you could create a kicking-based style that almost appears to be a sort of breakdancing, striking from unpredictable angles at flame-boosted speeds. Or perhaps your more generalised power of flame could be refined into a number of powerful katas of specific use, much like a martial artist might perfect a single strike by practicing it thousands of times a day.

All in My Head – 400 CP

Despite the abundance of characters shooting blasts of flame, that doesn't mean there's a lack of stranger powers around here. Quite the opposite: on the low end, some can shape their flames into weapons such as flails or whips, while more esoteric abilities include manipulating magnetism by heating a golden glove or literal pyrokinetic necromancy. Some of the more terrifying powers among them, though, are those that affect the mind, potentially even turning people into unwilling puppets by manipulating their nerve impulses.

Fortunately, though, you needn't fear such abilities, for you possess a willpower strong enough to power through them through sheer determination alone. Anything from overwhelming vertigo and heatstroke to mind control can be resisted: so long as it's primarily mental in nature, you can simply will yourself to overcome them. Of course, it's still possible for you to be affected by these – this isn't total immunity – but given how your will is iron-clad enough to let you endure even the most crushing setbacks without succumbing to despair and keep fighting no matter how injured you are, it'd take a truly overwhelming ability to even begin to get the better of you.

The Fire Rises – 600 CP

Aside from the training and hand signs mentioned earlier, there is one more way to grow one's abilities. This method, however, is simultaneously the easiest and most difficult. Easiest, because you needn't do anything in particular to grow, but hardest because it requires a very specific prerequisite for someone to even begin to use it: be a protagonist. Though perhaps not as frequent as it might be in other worlds, the heroes here are certainly no strangers to experiencing sudden powerups in the middle of battle, and now, neither are you.

From now on, whenever you're in desperate situations, your power will grow in leaps and bounds, depending on the danger you're in. An average fight wouldn't see any boost, but in a battle against a far superior foe in which your death is a very real possibility you may see yourself gaining the benefit of months of training over the course of the battle, perhaps enough to completely turn the tides. These increases may even result in you developing entirely new abilities out of nowhere. Most of these will be extensions of your usual powers, such as discovering a latent Third or Fourth Generation ability just when things are at their lowest. Sometimes, though, the powers you develop through this may seem to fit your needs at a given instance, even if they're completely unrelated to your powerset: if your normal abilities only let you create blades of flame, for instance, you may gain the ability to teleport in the middle of a battle in order to reach a distant foe.

Chuuni Power – 600 CP

While Arthur Boyle's usual Ignition ability, which allows him to create swords of plasma, is fairly standard, it comes with an unusual quirk. Specifically, that it varies in power based on how knightly he feels at any given time. The more lost he is in his delusions of being a knight, the greater the power of his blades are, but the moment he's pulled back to reality his power rapidly falls. While this may make him next to useless in certain situations, in others, when his delusions are truly played into, he can become among the strongest fighters in the world.

Now, you have a similar quirk to your abilities, though one that doesn't rely so much on your delusions but rather your actions. By choosing this perk, the more you embody a certain archetype, such as that of a knight, devil, or even a dragon, the stronger you become. Taking actions in accordance with what would be expected of this archetype, such as following a code of chivalry for a knight or performing

stereotypically evil actions as a devil, will cause your power in all areas to grow, from physical strength and speed to the potency of your Ignition abilities, to the point that you might become several times more powerful than you would be normally. However, it should be noted that the moment you take an action that would go against this archetype – or, at least, your perception of it – this boost in power will fade, and will only return once you start playing into it again.

Destined Hero – 600 CP

In ancient times, long before the Great Cataclysm, there was a legend known throughout the world. The legend spoke of a child born of a virgin mother, a holy child who brought miracles wherever he went and went on to become a saviour. Regardless of the veracity of this legend, it shaped humanity's view of what a saviour should be, resulting in another such saviour being born in the modern age. Yes, that's right: Shinra Kusakabe, our protagonist, is the conceptual second coming of Christ, and by taking this perk, perhaps you are too.

In whichever world you go to, you may alter your history to have been born from a virgin mother. This is only a side effect of this perk's main effect, though: from now on, you are the embodiment of a saviour, a destiny that predestines you for greatness. Whenever the world is faced by a great evil or cataclysm, you will find yourself drawn to the centre of it and guided into the role of a hero the fate of all mankind rests upon, with all of the benefits (and potential drawbacks) that might imply. This aspect of the perk can be disabled at-will, should you wish not to benefit from it.

Barring some sort of concerted effort by powerful figures to discredit you, this destiny causes all you meet to see you as a hero dedicated to protecting the common people, something about them instinctively sensing this even if they don't know who you are. Naturally, this tends to predispose people to trust you much more easily than they might normally, and makes them far more willing to listen to your requests where otherwise they might have ignored you outright.

However, a saviour doesn't just save the world, but the hearts of man, too. Through words and deeds, you're capable of saving people from the evil that lies inside of them, granting redemption to any you truly decide to focus your efforts in. This may be more difficult for some than others, and you may need to beat the shit out of the worst of villains for them to see the error of their ways, but no one is beyond salvation, with those you save often becoming steadfast allies to you and your cause.

Steeled for Death – 600 CP

The Press of Death is among the greatest techniques that a Fire Soldier can use. By experiencing the pressure of death, a sensation one can only feel by pushing past one's limits in a true life-or-death battle, one becomes capable of truly extraordinary feats. However, few know that there is a technique beyond even this, one that allows for even more incredible displays of power. However, the Steeled for Death technique

has a great cost, for one can only use it in the last moments of their lives, having accepted their imminent death.

From now on, whenever you truly accept that you are going to die, your abilities become exponentially stronger in all areas, temporarily boosting you to levels many orders of magnitude beyond your ordinary capabilities. Though it won't last long – just enough for one or two final attacks before you pass on – these final attacks will be mighty indeed. If, usually, you could destroy a building with your blows, in this state you'd become mighty enough to shatter a mountain. If destroying a mountain in two was your norm? You might just become strong enough to split the planet in two with one blow.

Do note that you must truly believe you are about to die to access this state. This technique isn't one to save your life, but instead one that allows you to take your enemy down with you after you've been fatally wounded. However, since you must only believe that your death is imminent, it is possible to access this technique and survive due to unforeseen circumstances, or perhaps even be revived after using it.

Veteran

Whistle Away – 100 CP

According to one statistic of dubious veracity, 93% of communication is non-verbal, and First Lieutenant Pan Ko Paat of Special Fire Force Company 4 takes this to an extreme far beyond what anyone would consider logical. Oftentimes, he prefers to communicate not through words, but by rhythmically blowing on his whistle. Despite how incomprehensible this should be, there are several who seem to be able to understand these whistles perfectly, right down to the details of what he's attempting to convey.

Now, much like the good Lieutenant, you have became a master of non-verbal communication. Whether it be through gestures, expressions, or even whistles, you're capable of not only expressing complex thoughts and ideas without uttering a single world, but be understood by those around you. Those you want to understand these cues will with total clarity, while those you don't will be left completely and utterly baffled, at least until they take the time to truly study you and pick up your non-verbal language.

Non-Lethal Headshots – 100 CP

There's no denying that the Fire Force's job is to kill Infernals, no matter how much they try to dress it up with religious ceremony. But killing humans is another matter entirely. Normally, they wouldn't have to worry about such a thing – it's not in their job description, after all – but as the White Clad grow in their boldness and violence, some casualties are going to be inevitable. That is, unless they've mastered a way to fight without killing, as you have.

You've become capable of modifying any power you have to become non-lethal, or at least less lethal, adjusting its strength to avoid killing while still remaining dangerous. Fireballs you throw, for instance, keep exactly the same punch as before, but merely knock people out and cause some mild burns instead of incinerating their targets on the spot, while blades of plasma only cause nasty gashes instead of completely bisecting people. Somehow, you've even managed to extend this to the weapons you use – with guns, for example, you can turn down the bullet velocity enough that even regular rounds can feel as if they're made of rubber.

Burn Me – 100 CP

Soichiro Hague, captain of Fire Force Company 4, is an unusual figure. Once a polite and charismatic leader, his brush with the dimension of Adolla two years ago changed him, and not just physically. The once-serious man is now a shadow of his former self, his prior personality replaced by an overwhelming, borderline deranged obsession with the secrets of Adolla, with a masochistic desire to be burned by someone with an Adolla Burst. Despite this, though, his subordinates still hold a great deal of respect for him, and now, in similar circumstances, he same will be afforded to you.

No matter what happens, no matter how your personality changes or what you might become, those who serve under you will never lose their respect for you. Even if you completely lost your mind and became an entirely different person to the one they admired, their devotion to you will never waver, remembering well all of your past achievements and deeds and sticking with you out of a strong sense of duty. Bear in mind, though, that in order for respect to be retained, it must exist in the first place.

Designated Chef – 100 CP

It's not just Fire Soldiers who make up the ranks of the Special Fire Force. Aside from those who fight on the front lines, the Sisters who handle the spiritual side of putting Infernals to rest, engineers who maintain a company's equipment, and scientists who conduct research into Spontaneous Human Combustion all play vital roles. Perhaps the most important job of all, though, is that of the chef, because how can a soldier be expected to fight on an empty stomach?

By taking this perk, you've become a veritable master of the kitchen. From ramen to caviar, any dish you try you hand at comes naturally to you, and you can be absolutely sure that with even the simplest ingredients and barest modicum of effort, whatever you make will taste delicious. What's more, your cooking's not just good for quality, but quantity too – in the time it would take a normal chef to cook a meal for one, you could prepare the same meal for an entire company with no loss in quality. There's no doubt morale will skyrocket in those you feed.

Weight Trainer – 200 CP

In the face of burning monsters of brimstone and lunatic cultists with powerful Ignition abilities, there's not much a non-powered can do, even when they're kitted out with protective gear and specialised weapons. That is, unless you're Akitaru Obi, the non-powered captain of Company 8 who figured out a rather effective way of closing the gap: raw strength. Through excessive amounts of physical training, he attained a body that very few in the world could hope to rival. It just so happens that you are included among those few.

In terms of raw physical strength, you've surpassed what many could consider the limit of humanity. With your ridiculously powerful muscles, you're capable of tearing apart metal chains with your bare hands as if they were paper, ripping train tracks right out of the ground, and carrying a collapsed roof on your shoulders as if it were merely a somewhat heavy weight.

At this level of strength, even the bulkiest of equipment wouldn't slow you down in the slightest, allowing you to charge around in full armour as if it weren't even there. That armour might well be somewhat redundant, though, as your strength has also contributed a fair amount to your toughness too: simply by flexing, your muscles become hard enough that no insect's stinger could pierce your body, and you'll even find yourself somewhat protected against small arms fire. It's no substitute for actual body armour, but you could definitely take a bullet better than anyone else, at least.

Headstrong – 200 CP

Little is known about Gustav Honda, the captain of the Fire Force's Company 2. Aside from his serious attitude and steadfast loyalty, perhaps the most notable thing about him is his head, and not just for the baldness his subordinates like to gossip about. No, it's because his head is his weapon of choice. Through intense training repeatedly dropping himself headfirst onto hard surfaces, he's strengthened it to an incredible degree, and now, whether it be through the same training or a quirk of your birth, you've developed a similar trait.

Your head is incredibly tough, enough that, even as a baseline human, saying it's as strong as steel might be an understatement. You could slam your head into a concrete wall hard enough to leave a small crater in it and emerge completely unscathed, without even a bloody nose to show for it. With this, even shooting yourself out headfirst from a cannon might become a viable combat tactic. Furthermore, for those concerned about their cognitive functions, you needn't fear any negative, long-term consequences from hits to your head: no matter how many times you headbutt someone or through a wall, you'll never suffer any brain damage or concussions.

Properly-Placed Mercy – 200 CP

If there's one problem that too many heroes have, it's that they're too nice. Many members of the Fire Force are genuinely kind people who believe in humanity's capacity for goodness, and so when met with a foe who seems to be apologetic for their actions they tend to forgive them. More often than not, though, this is a mistake which can lead to further harm to themselves or others, especially when facing those in the White-Clad, many of whom enjoy toying with the morals of others.

From now on, though, you needn't worry about whether a foe's heartfelt apology is genuine or not, for you have something of a sixth sense for lies. Whenever an enemy of yours surrenders, you can simply tell whether they truly intend to stop fighting or are simply looking for an opening, and if a villain claims to have cast aside their monstrous ways you'll be able to see through their façade with casual ease. Naturally, this also allows you to tell when an apology or repentance is genuine, ensuring you'll never doubt giving your opponents mercy again.

They Shot Off My Arm? – 200 CP

Before anything else, the job of a Fire Soldiers is to fight, and all but the most naïve know that whenever they set out to put an Infernal to rest there's a good chance they'll get injured. Many have been wounded in the line of duty, and with the rise of the White-Clad such casualties will only become more common. Naturally, some are better at handling the pain of these injuries better than others: some might collapse in agony after a decently nasty gash, but the best are able to carry on fighting no

matter the severity of their injuries. Fortunately, it just so happens you're part of this latter group.

Thanks to the combination of a cool head and sheer grit, you have an incredible ability to handle pain and injuries, able to keep on fighting through wounds that'd bring down a normal man several times over. While the pain you feel isn't reduced, you're simply able to ignore all but the worst of agonies and carry on moving as if the weren't even affecting you in the first place. From the smallest of cuts to broken bones, it simply won't bother you. Additionally, in part thanks to this, you're surprisingly capable of keeping calm even in the midst of a hectic battle. Even if a limb of yours suddenly got shot off by a sniper, you'd be able to not only keep on fighting through the pain, but calmly assess where the shot likely came from and continue giving orders to your subordinates as if nothing had happened.

Above and Beyond – 400 CP

Even before he became the captain of Company 8, Akitaru Obi was a pretty well known firefighter. No less than twice was he decorated for his bravery that went above and beyond the call of duty, and twice were those honours revoked due to him prioritising saving civilian's lives over following a superior officer's orders. In an ideal world, he would have once again been commended for his heroism, but this, like many others, is not an ideal world. However, that doesn't mean it has to stay that way.

Whenever you do things beyond your usual jurisdiction or role, you'll find that, so long as you're doing it for a good cause, you generally won't be punished too severely, if at all. Be it defying a superior officer's commands in order to save the life of an innocent or stealing supplies to feed starving children, all but the most extreme of actions will only result in a light-hearted reprimand instead of demotion or imprisonment. This even applies to the law as a whole: for instance, so long as it's not excessive, you can cause as much property damage as you need to stop a villain, and nobody will do much aside from grumble a little bit.

In Defence – 400 CP

Despite it being one of their core duties, many in the Fire Force seem to have forgotten their primary role: protecting the innocent. Company 3, especially, is guilty of this, with its Fire Soldiers turning their job into heartless games of points instead of genuinely acting in the interest of those they're supposed to be saving. In the face of such rampant corruption it's easy to feel disillusioned in the organisation as a whole, but for some reason it's had quite the opposite effect on you. If those around you aren't going to be defending for the innocent, you'll just need to put that much more work in to make up the difference.

So long as you're fighting to protect someone else, you'll find yourself temporarily growing far stronger than you normally should be. You not only become more powerful, both in terms of your physical and supernatural abilities, but also tougher

to put down too. The extent of this ability scales with both your determination to defend the person you're protecting and the nature of those you're defending. If you're heart's not really in it and you're only protecting someone out of obligation, for instance, you'll barely feel any increase in power at all, but if you're genuinely willing to risk dying to save someone who can't defend themselves? You might just find yourself becoming a couple or more times stronger so long as you continue to guard them.

Just a Training Exercise – 400 CP

What sets Special Fire Force Company 8 apart from the others is the purpose in its founding. While, yes, it serves to combat the Infernal menace like all the others, it has one additional mission: to investigate the other companies for suspicious activities. However, this is easier said than done: Company 8 is drastically understaffed compared to all the others, and it doesn't exactly have the necessary authority to barge into another company's territory and start calling the shots. As such, they often need to get creative with their investigations, and when they can't be subtle about it? They just need to cover things up.

Fortunately, you're a master at this latter art, having become almost unnaturally good at covering the deeds of yourself and others to conceal them from the public and powers that be alike. If you and your allies stormed another company's headquarters, started fighting its members, and flung massive explosions of flame around like they were confetti, you'd be able to explain it away as a mere training exercise, and despite all the evidence to the contrary people would just believe you. With your natural ability to sell such nonsensical explanations to people, you might even be able to convince the public that yes, that 500-kilometre-wide crater on the moon has always been there, and was in no way related to that child shooting lasers around the other day.

Doppel Ganker – 400 CP

For each individual in the world, there exists an alternate version of them dwelling in Adolla. This other, commonly referred to as a doppelganger, typically possesses all the same abilities and memories as the original, but with a dramatically different personality. This is because doppelgangers are shaped by the common public perception of an individual, typically resulting in them being wildly exaggerated caricatures of their original. Typically, a doppelganger attempting to cross over is what causes Spontaneous Human Combustion, as the real and fake merge to form an Infernal. But sometimes, a doppelganger, typically that of someone with an Ignition ability, manages to cross over fully formed, and more often than not chaos ensues as they attempt to exterminate their original.

It wouldn't do for you to be brought down by a mere caricature of yourself, which is why this perk is on offer. Now, you'll find any clones, alternate versions, or other copies of yourself in any form to be much easier for you to defeat than normal. Even if one of these doppelgangers possesses power equivalent to your own, if not greater,

you'll be able to take them down with nigh-contemptuous ease, proving the original you superior once and for all. If you happened to come across a clone with power somehow far surpassing your own, though, this effect would merely make it an even fight instead of one resulting in your total defeat. Likewise, this effect also applies to any other copies related to you, such as imitations of your powers or techniques, allowing you to cut through such frauds and show to all the futility of attempting to replicate your might.

Hysterical Strength – 600 CP

Did you know that your average person can usually only access 30% of their full power in day to day life? It's only natural: though someone who could use 100% would undoubtedly be strong, their body would also end up tearing itself apart from the strain of using its full force all the time. As such, the body limits the amount of power one can output in order to prevent someone from harming themselves, only releasing these limits subconsciously in times of extreme need. This is exactly what happens when an otherwise average person lifts a car to save those trapped within, and it's this aspect of the body you've mastered.

Through intense, torturous training that pushed you to the edge of death, you've become capable of consciously shrugging off your body's limiters to access its full power, a technique known as Hysterical Strength. Naturally, by accessing 100% of your body's power, you become not only much stronger physically, but your pyrokinetic abilities and all those related to your biology in some way also become much stronger. With this, much like the example mentioned above, you could lift a car or support the collapsing roof of a building even if you were otherwise of unremarkable strength, or send a man flying back with a kick that wouldn't have been able to make him budge an inch normally. Similarly, your Ignition abilities grow stronger too, the flames you create burning at a much greater intensity and temperature than normal. Be warned, though, that there's a reason such limits are in place: while releasing them for short periods at a time is generally fine, using Hysterical Strength for too long can result in significant damage to your own body.

Iai Sensei – 600 CP

Benimaru Shinmon is unique in many ways. Aside from being one of the few individuals alive to be both a Second and Third Generation pyrokinetic, he's also the most powerful human to have ever lived. If he wished it so, the world would have been destroyed long ago. Yet one more unique aspect of his power that is often overlooked is the nature of his Ignition ability. For most, it seems to be an inherent thing, their ability something they were born with instead of something they trained to acquire. The Iai Hand-Sword – Benimaru's signature ability – on the other hand, seems to have been taught to him by his adoptive father, Hibachi. Usually such a thing should be impossible, but as he so often is, Benimaru is the exception to the rule, and now so shall you be, albeit in a slightly different way.

By taking this perk you're now capable of teaching your abilities and powers to others, even if they should otherwise be something unique or inherent to you. Your students don't need to be prodigies or supremely talented – all they need to do is to have the baseline capabilities to learn it, and you'll be able to pass what you know down to them. With this, you could teach any pyrokinetic how to wield your Ignition ability as well as you can, or perhaps even abilities you have from other worlds or power systems. All they need is to theoretically be capable of using it and to be willing to learn.

Of course, even if anyone can learn, there'll always be some who are better at it than others, so as a side effect of this perk you'll also have an uncanny knack for finding suitable and talented students for your teachings. You can be assured these pupils of yours will always be highly appreciative of your mentorship, too, ensuring that so long as you don't mistreat them they'll always be eager to learn and highly reluctant to betray their loyalty to you.

Big Guy in Charge – 600 CP

But Benimaru's overwhelming talent is only one of the reasons he's respected by the people of Asakusa – it might even be secondary. No, although his power does play a great part, the main reason he's elevated to nigh-deific status by those he's responsible may well be his charisma. He's the type of leader that comes around once in a generation, the type who inspires awe and reverence simply by existing, enough that, no matter how rude or destructive he might be, those who follow him can't help but follow his every word. Well, maybe such a leader comes around twice in a generation, for it seems you're his equal.

You're an incredibly charismatic person, among the most naturally talented leaders in the world. People just seem to respect and admire you just for existing, instinctively looking up to you for guidance and inspiration. Your personality doesn't seem to matter at all for this: no matter how abrasive you act towards people, so long as you're not actively intending to harm them their devotion to you will never diminish in the slightest. So great is this admiration people have for you that you could convince them to not just accept, but actively celebrate you blowing up their homes for a festival, and just a few off-handed sentences are enough to whip people up into a frenzy of whichever emotion you choose. This is the kind of charisma that could very easily lead to you becoming a central figure in whichever place you go, your popularity growing by itself without any effort on your part, and even your most hated enemies can't help but begrudgingly like you at some level.

A Fine Ally – 600 CP

Company 8 are an unusual case. Though small in number and with most of its members being weak compared to many out there, somehow they're able to quickly build up a rather large stable of allies far more powerful than they are, from almost every other company of the Special Fire Force to Haijima Industries, the master

engineer Vulcan to the mysterious Joker. Sure, there's often a little bit of initial trepidation, but that never lasts too long in the face of our plucky protagonists.

Now, it seems you too have gained this trait. Wherever you go, you always seem to stumble across powerful allies just by existing, situations for you to win them over pretty much just falling into your lap. Be they influential corporations or factions, unusually powerful individuals, or wise mentor figures who can help teach you new techniques or abilities, you'll find them with not only unusual frequency, but those opportunities you take to gain their favour will have vasty increased effect. A simple job or a single fight, and they'll be your allies for life, not turning their back on you even in the most dire of circumstances. So long as you don't betray these allies, they'll never turn against you, and would be more than happy to honour all but the most outrageous of your requests for assistance.

Destroyer

Thrillseeker – 100 CP

Though the White-Clad may seem a unified organisation, its members are not of one mind in pursuing the cult's goals. Some are true believers in the ideology, earnestly believing that death is the only true salvation for mankind. Others have been brainwashed from birth, knowing no other way than that of the Evangelist. Others still, though, are merely taking part because the opportunities for death and destruction provided excite their twisted minds.

Whether you share this same appetite for destruction or not, you can at least be sure you won't need to result to joining a doomsday cult to have some fun. Opportunities and occurrences that are guaranteed to sprinkle some excitement into your life crop up with surprising frequency, no matter how jaded you've become or what your idea of excitement may be. These instances won't be anything too important in the larger context of the world – they might be fun little side stories, such as an intriguing but largely inconsequential mystery or a fight against a unique opponent, at most – but you can sure they'll at least be enjoyable to you.

Honour Among Psychos – 100 CP

It will shock no one to learn that the kind of people to join a cult dedicated to the world's destruction aren't the sanest of people. While some members of the White-Clad seem at least somewhat grounded, there are many who take the utmost delight at torturing the innocent. Even loyal members of the organisation aren't immune to being victims of their twistedness, often getting killed just to blow off some stress. Of course, this might not bother the average brainwashed member, but you're a bit different from them, aren't you?

Fortunately, it seems you needn't worry about suffering at their whims because, for some reason, those who might be considered violently insane or downright evil have an odd fondness for you. It's almost as if they see you as one of their own, even if your morals are entirely opposed to their own. Of course, if you directly oppose or fight them they'll try to kill you as much as they would anyone else, but if you're just going about your business or interacting with them normally? You can be sure they won't set you on fire or blast you with lightning for their own amusement, and with a bit of talking they might even be amenable to a surprisingly wholesome friendship. Wholesome by their standards, at least.

Innocence – 100 CP

To the general public, Sister Sumire is just your average, kind-hearted and pious nun. For years she took great care of the orphans at the Saint Raffles Convent, right up until it burned down with her inside. In truth, she not only survived the incident, but was a member of the White-Clad all along. A cynical woman with an intense

hatred of mankind, the convent was little more than a cover for her to experiment on the unwitting orphans, all the while striving for humanity's extinction. Yet, despite this rampant misanthropy, she never once dropped her pious demeanour, not even after the truth of her deeds was discovered.

Much like Sumire, you're shockingly good at disguising your true nature, capable of exuding an almost tangible aura of innocence. No matter what your true thoughts may be, no matter how much you may hate someone or something, you're more than capable of burying these feelings beneath your nigh-flawless façade of benevolence in all circumstances, allowing you to violently murder people while seeming just as kindly as ever, at least in your words and facial expression. Of course, this kindly disguise is only surface level, so it may not take too much to see past it, but that should be enough to fool most people, right?

Child Knight – 100 CP

Being the rather morally bankrupt organisation that they are, the White-Clad have absolutely no qualms about employing brainwashed child soldiers to fight for them. Such is the case of Sho Kusakabe, a young boy kidnapped when he was just a baby and raised to wholeheartedly serve the cult and view the Evangelist itself as his only mother. Surprisingly though, despite not even being 5 feet tall, he's a surprisingly capable combatant, able to keep up with those far physically stronger than him even without relying on his absurdly powerful Ignition ability.

Now, it seems like your physical abilities are no longer limited or negatively affected by your age. Even as a young child, you'll always be able to punch just as hard as you would in your adult prime, and no matter how old you get you'll always remain just as agile and physically able as you were in your youth. Furthermore, it wouldn't do for a child soldier to lack any fighting ability, so it just so happens you've got a decent level of skill with a sword, enough to take on a gang of armed thugs or a decently-powerful Ignition user and hold your own against them through skill alone.

Nice Shot – 200 CP

Despite the prominence of pyrokinesis in this world, melee combat still seems to be the favoured form of fighting. While one might expect blasts of fire from a distance to be more popular here than they are, the fact that all Generations have a degree of innate fire resistance makes attacks utilising purely flame less effective than they otherwise should be. That isn't to say ranged attacks are entirely useless, though: they just need to put more focus on fighting accurately from a distance than raw firepower.

You have a surprising amount of talent at all forms of ranged combat. Be it using a handgun or a bow and arrow made out of flames, you're incredibly accurate, to the point that you could pretty reliably hit a moving, human-sized target from several streets away without even a scope or similar device to assist your aim. It's not just shooting in a straight line that you're good at, either: you're more than capable of

using gravity or ricochet to hit those you otherwise couldn't, too. Whether it be arcing a shot to hit someone behind cover or bouncing a bullet off a wall to catch someone from an unusual angle, your aim is just as good as ever. With this, all you need to worry about now is whether your weapon of choice is strong enough to hurt your intended target.

Demolition Woman – 200 CP

Of course, the White-Clad do more than simply kidnapping children and plotting the end of the world: they're also pretty effective terrorists, too. Be it causing panic through carefully-placed artificial Infernals or setting off explosions in the underground in an attempt to sink a good portion of Tokyo, their plans are somewhat well thought-out, at least more than could be expected of such a deranged bunch. Of course, they all end up failing due to the intervention of the intrepid Company 8, but without them? Tokyo might look very different.

Perhaps you could help make these plots a little more successful, for you're a master at causing widespread destruction. Be it buildings, cities, or even something as immaterial as communities, you're quickly able to figure out exactly where to hit them to cause the maximum amount of damage with the least amount of expended resources. Whether you can actually pull this off is another matter entirely, but at the very least, you have a good deal of experience in causing explosions to help you in that regard.

Be it through traditional explosives such as grenades or dynamite or something more bizarre, such as Infernals rigged to explode using their own great body heat, you're a master at figuring out just where to place such things for maximum effect. Efficiently destroying a building would be child's play to you, and a city? Well, it'd obviously take a lot more to blow up one of those, but you could still find a way even with a minimal supply of explosives. After all, creative and carefully-chosen targets are your specialty.

Family Spy – 200 CP

At least at first, though, the White-Clad wasn't all about flashy acts of terror. Sure, that may well have been the eventual goal, but it wouldn't do for them to be discovered too quickly and have the full force of the Tokyo Empire descend upon them. As such, they at first acted relatively incognito, infiltrating various groups of interest in order to further their aims and spread their ideology from the shadows. Such was the case with Lisa Isaribi, a young woman who, in order to locate and steal the key to Amaterasu, came to live with and become practically family to the man who held it.

You, much like other members of the cult, are a very competent infiltrator and undercover agent. As cunning as you are, it's not hard for you at all to ingratiate yourself with pretty much any faction or person you want, all the while keeping your true identity and motives a secret. It'd only take a matter of months, perhaps even

weeks, for you to become a beloved family member to someone who was previously a complete stranger to you, and it'd only take you slightly longer to climb up the hierarchy of an organisation to a relatively high-ranking position. Whatever persona or identity you have to put on to do this work, you can be sure that you'll never let it slip unintentionally, letting you hide your true intentions right up until the moment you stab them in the back.

They Can Think? – 200 CP

The overwhelming majority of Infernals are completely mindless beings. Though they may once have been human, the pain and shock of Spontaneous Human Combustion ensure that they're reduced to beings driven only by an urge to destroy. There are a rare few who manage to maintain some of their sanity for a little bit, at least enough to avoid burning those they care about to death, but unbeknownst to the Fire Force, there exists an even rarer type still: those who manage to retain their full intelligence. Combining the intelligence of a human with the power of an Infernal, these beings are often incredibly dangerous threats, not helped by the fact that most tend to be Demons as well.

Their relative rarity, though, causes those who face them to often severely misjudge their capabilities, something that's also shared with you. For some reason, your enemies always seem to severely underestimate your abilities and intelligence. Even if they really should know better, such as having evidence of you obviously planning something, they'll often charge straight ahead and end up completely blindsided by your ambushes, as well as the fact that you're far stronger than they'd initially estimated. Of course, if your enemy faces you more than once they'll tend to have a better idea of your capabilities by the next time you clash, but hopefully that shouldn't be an issue.

Divide and Conquer – 400 CP

When the Special Fire Force first discovered that the White-Clad were hiding in the Nether, the supposedly unholy remnants of Tokyo's underground, they didn't go about investigating them in the smartest of ways. After going in without any attempt at recon, they very quickly got split up and attacked by foes that, thankfully for them, weren't always the most competent. Their next foray into the underworld didn't fare much better, as not only did they intentionally divide their forces this time, the enemy were much better prepared to face them. Naturally, the end result was a bit of a bloodbath, resulting in the deaths of dozens of Fire Soldiers, though of course most of them were unnamed mooks.

Perhaps if you were there, though, the Fire Force's delve into the Nether could have been even more catastrophic than it normally would be. You're a veritable master of defending and fortifying places. Given just a little bit of time, you're quickly able to identify all the most effective ways to protect a place from invaders, setting up chokepoints, ambushes, and traps to catch your enemies unaware and forcefully split them up into much smaller, more manageable groups. With you in charge, it'd take a

force much larger than your own to overrun your defences. Even then that might not be enough once you get involved, as when fighting in defence of somewhere you consider a home or headquarters of some sort, you become a fair bit stronger in a fight. It's not by an overwhelming amount, but just enough to get an edge over someone who would otherwise be your equal.

Cultist-Sama – 400 CP

While the White-Clad may be the most powerful and most threatening to the world at large, they're not the only cult around. Far to the west, close to the Tear in Space that marks the end of the Chinese Peninsula, an oasis can be found, and within it an intelligent Demon Infernal. Going by the name of Tempe, he's not only been alive since before the Great Cataclysm, but has also amassed a large following of other Infernals. While what he promises to them might be seen as rather unappealing, he's still earned their undying loyalty through charisma alone, enough that he's now regarded as a godlike figure.

It seems you inspire a similar type of devotion, for you're a natural born cult leader. Your mere presence seems to inspire the desperate and easily-swayed, convincing them that you represent something greater, and with but a speech or two they can be converted into your followers. A few weeks after that, aided along by some more exposure to your rhetoric? They'll be diehard cultists, willing to do anything you tell them to. Even if what you offer for service isn't all that great, such as death or a chance to become your eternal servants in the afterlife, your enrapturing personality and sheer infectious persuasiveness behind your voice can quickly convince those you set your mind to that there could be no better fate than serving you. It's naturally a lot harder to sway a rational and contented person than someone desperate, and some with a strong will might not fall for your charms at all, you can still be sure that, should you put your mind to it, a large and devout cult to you could spring up almost overnight.

Worming Words – 400 CP

But why limit yourself to only those who are easily manipulated? Sure, they might be great in number, but the strongest and most useful potential servants and recruits don't tend to be among them. It'd be very difficult to win over someone like, say, a righteous and pious Fire Force captain through enthusiastic rhetoric alone, after all. Such was the case of Leonard Burns, Captain of Company 1 and one of the strongest people alive. Though he had long been devoted to the Holy Sol Temple and an opponent of the White-Clad, it only took one meeting with someone who said just the right things to turn him into a servant of the Evangelist.

Though you may not have the ability to read minds like that person, you're still a rather incredible manipulator. Just by talking to someone for a few minutes, you're highly capable of figuring out all of their doubts and fears without them even realising you're subtly probing them, and once you know them? Then, you're more than capable of using what you've learned to manipulate them, expertly playing on

their worries to plant ideas in them and push them into courses of action desirable to your ideals. It will usually take a fair bit of time to worm your way into the minds of those with particularly strong wills, but eventually almost anyone will fall to you, should they give you the time of day to listen.

We Fight Alone – 400 CP

Though the full details of the White-Clad's organisation is unknown, it has been shown that a number of specialised forces exist under their banner. The Knights of the Ashen Flame, for instance, serve to protect the cult, while the catchily-named Great Cataclysm Execution Specialist Force ensure that the Great Cataclysm is executed according to plan. Perhaps the greatest of them all, though, are the Butchers: the elite assassins specialised in killing powerful pyrokinetics. They're a mighty force, with even the lowest among them capable of killing a captain of the Special Fire Force in single combat, but their great power is hindered somewhat by a strange tradition in their operation. Specifically, that each member fights alone, facing a given target one at a time instead of all attacking together.

By taking this perk, though, it seems it's not only the Butchers who follow this bizarre, counterproductive attack pattern. No matter how many enemies you're facing, they'll for some reason be compelled to face you one at a time. Even if your defeat would be assured if they all attacked you at once, they'll instead decide to fight you one by one, each person waiting patiently until the person before them is defeated before taking you on themselves. Of course, should you bring any allies of your own into the fight, this perk won't be in effect until they depart, and your enemies will be free to attack you with as many as they have on hand, so be careful. Oh, and should you ever wish to face more than one foe at once, this perk's effects can be disabled or enabled again with but a thought.

Creepier and Crawlier – 600 CP

At one point, the man known as Giovanni was human. Sure, he may have made a few minor technological augmentations to his body, but he was still mostly made of flesh and blood. But when his secret affiliation with the White-Clad was revealed and he was forced to abandon his position as the Company 3 captain, he began to change. Fascinated by the strange bugs from Adolla, he let his scientific curiosity take over and he began to modify himself, replacing his natural biology with that of an insect. Eventually, he took the final step and abandoned the last remaining shreds of his humanity and became a monster. But in that process, he became very powerful indeed.

It seems that you've undergone a fair few of these changes, too, perhaps the most noticeable of which are the four long, segmented insectoid limbs sprouting from your back, each of which are tipped with sharp, spear-like points and strong enough to punch through concrete. These may well be the least of your modifications though. You eyes have become compound in nature, akin to those of a dragonfly's, granting you a near-360-degree field of vision as well as kinetic eyesight good enough to

follow bullets. Perhaps even stranger are the pair of hair-pencils by your mouth, structures specialised in detecting and emitting pheromones that allow you to read human emotions and mental states with enough precision to know exactly what they'll do next in battle. These two features combined allow you to dodge bullets with ease, and with two extra pairs of limbs which can be used for attacking or climbing walls you've become a very versatile combatant indeed.

But while these may be your main features, you have a few other tricks up your sleeve too. From your hands you can spray out large clouds of burning gas over 100°C in temperature, much like a bombardier beetle. You're even capable of surviving decapitation – should that happen, you can simply sprout four new, smaller limbs from your severed head, emit a dense cloud of stinging insects from your neck, and make your escape while your enemies are distracted by them.

You haven't entirely abandoned your humanity yet – you're still capable of perfectly hiding these insectoid modifications, should you want to – but since you also happen to have a full understanding of the science that brought you to this state you're free to go further still. Should you wish it, you could bestow a similar insectoid biology upon others or use such parts to repair your body if it becomes damaged. Or, if you're truly dedicated to becoming monstrous, you could decide to become an amorphous swarm of tiny flying insects, the small bug your consciousness is housed inside hidden somewhere within that massive form. That's up to you, though.

God Maker – 600 CP

Though the White-Clad is a relatively new organisation, the Evangelist herself has existed for perhaps as long as human history. Since time immemorial she has been guiding the course of human history, manipulating the ideologies of man through the visions of Adolla she bestows upon people. Her scheming is such that it's been theorised that all the gods humanity has ever worshipped were merely creations of hers, be it directly or indirectly. The Great Cataclysm 250 years ago was the culmination of her plans, and although it failed in its intended goal of turning the Earth into a second sun, it's undeniably the most influential event in human history. So great in scope and impact are her machinations that no mere human could ever hope to match her. Except, that is, perhaps you.

You're a godly schemer, someone who works not on the level of shaping the minds of individual people, but altering the course of entire civilisations from the shadows. The schemes your mind can come up with and put into action are almost incomprehensible to any ordinary man, capable of stretching hundreds of years and spanning the entirety of the world. Through the scope of your plots, wars can be started and ended, entire religions created from nothing, and ideas or ideologies made popular throughout the world. These schemes are incredibly subtle, too: through schemes within schemes, even if they do happen to get noticed, it's almost impossible for them to get pinned on you, and even then it's likely only a small part of a greater whole will be uncovered. It wouldn't be an exaggeration to say that the fabric of human society might as well be clay in your hands, though naturally these schemes do tend to take a fair bit of time to come to fruition.

In order to aid you in putting these plans into motion, though, you've attained a couple of other boons, too. The first is that you're an immortal being: though you still need to eat, drink, and sleep as any human would, you do not age from your prime (or some other age, should you prefer) in the slightest, allowing you to actually put your millennia-spanning plots into action. Furthermore, you're also capable of exuding an incredibly imposing presence, one that makes you seem far more than human, enough that upon seeing you even the most sceptical person may well assume you're a deity of some sort. While this doesn't come with any additional powers a god might be expected to have, merely having the appearance of one tends to have a lot of benefits in getting your commands followed.

The Gates Open Wide – 600 CP

For every human that exists in the mundane universe, there exists a doppelganger of them in Adolla, the dimension of the human unconscious. Before the Great Cataclysm these two worlds were entirely separate, but since that event the two dimensions have begun to overlap slightly. This is the reason that pyrokinetic powers began to manifest in people and the world's appearance fundamentally changed to that of a manga, but it also became the reason doppelgangers became able to intrude on the mundane world. Usually this takes the form of the doppelganger merging with the original, resulting in Spontaneous Human Combustion and the formation of an Infernal. However, through certain processes it's also capable to summon doppelgangers in fully formed, processes that you are very familiar with.

You have a nigh-unmatched understanding of the workings of Adolla and how that bizarre dimension interacts with the mortal world, and through comprehending its mysteries you've gained a very useful ability indeed: the power to summon the doppelgangers of people both alive and dead. With but a thought you can cause inky black, shadowy flames to wreathe the ground around you, from which these creatures may rise. Their appearance tends to vary based on their original: some doppelgangers tend to appear much like the original, albeit exaggerated in some ways, while others appear similar like Infernals, as if made of brimstone and flame. Others still appear like symbolic representations of themselves: a person seen as a dragon might have a rather draconic doppelganger, for instance.

With this ability, you can summon the doppelgangers of virtually any ordinary person you know without cost, calling them from the flames and directing them as you see fit, but those of more powerful individuals aren't so easy. Those who stand among the world's strongest tend to require something of an offering in order to call forth, specifically the death of a powerful individual. The sacrificed person need not be on the doppelganger's level of power, but they must at least be somewhat strong by the world's standards.

All doppelgangers summoned using this power have the same powers as their original, but tend to differ from them in accordance with the general public's perception of them. A person seen as stronger than they really are will have a doppelganger that matches their perceived strength, while a kind-hearted man seen as a devil will be just as evil as they're seen. Any doppelgangers summoned using this

ability will follow your commands, though if left to their own devices they tend towards trying to kill their original or acting as their ordinary personality dictates. Also, just a warning: if someone's doppelganger is killed, it can't be summoned again.

Destroyer of Hope – 600 CP

In the times just after the Great Cataclysm, there once lived a man in the ruins of what was once Iraq. Wherever he went, destruction followed as he trampled all which stood before him, cleaving continents in twain and burning seas. The only thing he left in his wake was despair in those who witnessed him, for none could stand against his unconquerable might, so great that even the most powerful of attacks couldn't even scratch him. None knew despair more than him, though, for without any equals in the world or reason for living, he was left to wallow in his solitude, hopeless and bored. 250 years after his emergence, this man – who now goes by the name of Dragon – serves the White-Clad, and in them he found purpose: to become the embodiment of despair that would destroy the world.

Perhaps this role needn't have fallen to him, though for you seem to embody despair just as much, at least in the eyes of your opponents. While you might not necessarily possess the same strength as Dragon, what you do have is a presence that seems to inspire fear in your foes just by seeing you, convincing them on an subconscious level that you're unassailable. This effect alone is enough to deter most from fighting you, and it is only compounded further when you actually fight them: with each attack you block or blow you land, it's as if you're cutting not just at their body but their spirit too, sapping their will to continue and filling the void it left behind with an inescapable dread. And if you happen to defeat someone without killing them in the process, it utterly breaks them, leaving them incapable of facing you again or perhaps even fighting again at all. While some with particularly strong wills or hopeful personalities may be able to hold out against you for some time, you can be sure that in the end, all will fall before you.

Pyrokinetic Ability Customisation

Anyone with the 'Pyrokinetic' perk (excluding those who took the non-powered option) gains access to this section, along with a stipend of 600 Fire Points (FP) to be spent on customising their ability. Those who took the 'Adolla Burst' perk gain an additional stipend of 400 FP. CP may be converted into FP at a ratio of 1:1.

Any generation can gain access to the 'General Options' section, but only those who took the related versions of the 'Pyrokinetic' perk can purchase options from the 'Second Generation' or 'Third Generation' sections.

General Options

Fire Resistance – 0 FP/200 FP

All pyrokinetics, regardless of their generation, have a degree of resistance to fire, and that includes you. At the base level of this option, you gain a rather average degree of protection against heat, ensuring that flames that would cook any normal man alive will only leave you painfully burned, but not severely so. There's still plenty of flames that could quite badly hurt or even instantly kill you though, so be careful.

By taking the 200 FP option, though, you become unusually resistant to heat. Flames that could instantly incinerate someone of the above option would only leave you singed, and a fireball hot enough to melt iron would barely hurt you. You may as well be the closest thing to immune to fire there is in this world.

Control – 0 FP/200 FP

This option affects how well you can precisely control flames. At the 0 FP level, a Second Generation would be able to control flames with a basic degree of precision, enough to alter their directions, change their shapes to some degree, and alter their temperature or ferocity. You won't be able to do so with any real fine control, though this is more than enough for most situations. A Third Generation, on the other hand, would be capable to change the shape of their own flames in a similarly minor manner, though it'd be difficult to do anything with fine detail.

At the 200 FP level, you may not be able to control the most flames, but you more than make up for that with your incredible finesse. With this, a Second Generation would become able to manipulate fire on an incredibly fine scale, enough to very accurately alter the trajectory of a bullet using the sparks it makes from ricocheting off a surface or creating mirages and illusions using pre-existing heat. A Third Generation would have similarly great control over their ability, capable of producing flames with enough precision to sculpt someone's face with their hands or create incredibly complex shapes with their flames.

Superhot – 200 FP

Your flames are capable of becoming far hotter than those of most ordinary's pyrokinetics, hot enough that they stop actually being fire, but instead become plasma. This comes with a number of advantages: aside from being able to overcome high fire resistance more easily and being much more potent than normal, plasma is also much more difficult for Second Generations to control, making your ability much more difficult to be interfered with.

If you're a Second Generation, you're capable of heating any flame you control into plasma. If you're a Third Generation, you're able to produce plasma by yourself.

Sensory – 200 FP

Not all pyrokinetic abilities revolve around the creation of flames: for instance, yours enhances your senses in some way. Perhaps you're similar to the Second Generation Amon Hajiki, whose ability allowed him to see heat signals for a good distance around him, even through thick walls, or maybe it's more of a side effect of your normal ability like Kurono's, allowing you to sense anything that comes into contact with the product of your power.

Supporter – 200 FP

Likewise, not all pyrokinetic abilities are specialised in destruction: yours are instead focused on defence. This can take a number of forms. Perhaps, like the Company 6 captain Kayoko Huang, you're capable of using your flames to heal, sending them into someone in order to accelerate cellular regeneration. Or maybe you'd prefer to do something more directly defensive, such as Karin's ability to produce palm-sized hexagonal flames that can slot together to form shields and barricades. Even Pan Ko Paat's ability to increase the fire resistance or pyrokinetic strength of others is represented here. Whatever you choose, it'd make you incredibly well-suited to a supporting role and a valuable asset to any group.

Converter – 400 FP

Your pyrokinetic ability focuses on the conversion of energy from one form to another, typically from thermal energy into another form or vice versa. This, naturally, makes you an incredibly versatile combatant, and your ability becomes that much more difficult to figure out.

An example of this would be the Second Generation Karim Flan. Through the principals of thermoacoustic refrigeration, he's able to convert thermal energy into sound energy, reducing its overall temperature, and repeat this process several times in order to create ice. Another would be Charon, another Second Generation, who possesses the ability to absorb any kinetic energy that strikes his body, convert it into thermal energy, and then release it in a blast of flames.

A Third Generation with this would be Sumire, who amplifies and converts the thermal energy released by her shivering into kinetic energy, allowing her to produce powerful vibrations from her body which can do anything from destroying objects she touches to causing earthquakes centred on her.

Tool User – +200 FP/+400 FP

Though many pyrokinetics are capable of manipulating or producing flames directly, you, unfortunately, face a little bit more challenge in this area than most. For +100 FP, you rely on a certain type of object in order to use your powers at full strength. This could be something as commonplace as bubble-gum or firearms or something rarer like a specialised brass instrument or gold gauntlet. Whatever the case, without it you're still capable of using your power, but it'll be far weaker and harder to control than normal. For +200 FP, you're instead completely incapable of using your power at all without this tool of choice.

Second Generation

Volume – 0 FP/200 FP/400 FP/600 FP

This option affects how much fire you're able to control at once. At the 0 FP level, you become able to control fires up to around the size of a car, altering their shape or extinguishing them as you see fit. You can push yourself to control infernos of greater sizes than this, but it will be very difficult to do more than slightly adjust their direction.

At the 200 FP level, the volume you can control increases up to that of a large house, which should be more than enough for most fire soldiers. However, if you wish to go even further, the 400 FP level would give you a truly incredible level of control over fire, allowing you to manipulate towering tornados of flames or extinguish an entire street's worth of fire at once. Finally, if you truly wish to push the limits, the 600 FP option would let you control a volume matched only by the greatest of Second Generations. With this, you could control the shape and direction of explosions strong enough to consume the entirety of Tokyo, or redirect blasts with the force of an atomic bomb. You wouldn't be able to extinguish them entirely, but greatly reducing their potency would also be within your capabilities, too.

Sentience – 200 FP

A very unusual ability, this. It's unclear how it works, really, but somehow you're capable of giving any flames you have control over sentience, turning them into adorable fireballs with faces. They're not any more powerful than before, but with your flames given sentience in this way you're able to control them with a fair deal more finesse than normal, and though they follow your commands, they're also able to operate semi-independently of you, extending your range a fair bit further than before.

Third Generation

Form – 0 FP/200 FP/400 FP

This option determines the form your pyrokinetic ability takes. This is heavily dependent on the individual, and in general each Third Generation is only capable of manifesting flames in a rather specific way. For some, this takes the form of directional blasts akin to a jet engine or fireballs. Others produce flames in much more specific ways. For many, this takes the form of weapons: blades, bows, flails, spears, and even missiles are all valid forms for this. However, you are rather limited by whichever form you choose, and generally with the 0 FP option the flames you create can be intended for melee or ranged combat, but not both.

At the 200 FP option, though, you can manifest your flames in a much more versatile manner, so long as they fall within a certain theme of your choosing. The fire soldier Juggernaut, for example, would have the theme of modern military weaponry, due to his ability to create flames in shapes including missiles, working miniguns, and bombs. Another example would be Tamaki, whose feline-themed abilities grant her the ability to produce both claws of flame as well as tails that can unleash blasts of fire in any direction she chooses.

At the 400 FP tier, however, your ability to produce flames is much more freeform. So long as it doesn't overlap with an option you haven't purchased, you'd be able to create flames in almost any way you want. You could wield a blade of fire in one hand while shooting beams from the other, for instance, or perhaps, similar to Benimaru or Hibachi Shinmon, your ability could take the form of a martial art, with each form representing a different use of your flames.

Point of Origination – 0 FP/200 FP/400 FP

This option determines where, exactly, you're able to manifest your flames from. At the 0 FP option, you'd only be able to generate fire from a certain part of your body, like most Third Generations. Most often these flames originate from someone's hands, but others have shown the ability to generate them from the soles of their feet, their mouth, or even their head.

At the 200 FP option, you're not limited to one place on your body: now, you can generate your flames from anywhere on yourself, or even everywhere at once. This naturally makes your ability much more adaptable, but if you still feel limited by one generating them from your body, the 400 FP option instead allows you to create flames entirely removed from your body. So long as you can see your desired point of origination, you can cause your flames to manifest from there at-will, though this is more taxing than producing them from your body, something you still retain the ability to do.

Firepower – 0 FP/200 FP/600 FP/1,200 FP

This option determines the overall destructive power of your flames. At the 0 FP option, this level of power is rather small – enough to destroy a car or kill an ordinary individual in a single shot, but not much greater than that. At the 200 FP level, though, this increases dramatically, giving your flames the ability to destroy a building with a single shot or seriously injure those with durability akin to one. The 600 FP option takes this even further, putting you on the level of some of the world's strongest. With this, even skyscraper-sized Infernals could be destroyed by you in a single blow, and multiple city blocks could be levelled with a well-placed attack.

Finally, the 1,200 FP option puts you at a truly incredible level of power similar to that of the Sixth Pillar, Nataku Son. With this option, at your full power you'd be strong enough to not only level a city in a single shot, but erase it any everything in a 250 kilometre radius around you, leaving nothing but a crater. You could count the number of people who could match your raw strength on one hand, now.

Side Effects – 200 FP

Your pyrokinetic ability seems to have an unusual extra effect to it. Though, with this purchase alone, your ability still creates flames, they have a property attached to them not usually associated with fire. An example of this would be the tentacles Lisa Isaribi produces, which also have a magnetic property to them that not only allows them to interfere with ferromagnetic devices, but also lets them detect the subtle magnetic field of the human body and lock onto it. Another example would be Nataku Son, whose concentrated beams of fire also happen to be radioactive enough to very quickly sicken any with low levels of fire resistance.

Enhancement – 200 FP/400 FP/600 FP

Instead of turning your flames outwards, you're able to project them inwards in order to boost your physical abilities. At the 200 FP option, you're able to choose one area of strength, durability, or mobility which will be enhanced by your abilities. Strength would, naturally, make you far stronger than normal, enough to shatter concrete with your bare hands if you were a normal man; durability would allow you to harden your body, making even a normal person as tough as iron; mobility would let a normal person run far faster than normal, dodge attacks they'd normally have no chance to avoid, and even run along walls.

At the 400 FP option, all three areas are enhanced to the same degree, making the user superhuman in all areas. If that wasn't enough, though, the 600 FP goes even further, making the prior option only a baseline. The longer one uses this ability, the greater their physical abilities will become, reaching greater and greater heights over time at the cost of becoming gradually more tiring to match. Eventually, you'd be more than capable of slaying a Demon Infernal with nothing but raw physical might.

Unusual Element – 400 FP

It seems your ability doesn't let you fire, but something much more unusual entirely. Choose something other than fire which you can control, the only limit being that there needs to be at some link to heat or fire to justify your control over it. For example, you could use your ability to generate electricity much like the Second Pillar Haumea, allowing you to produce blasts of lightning and, with sufficient degrees of precision, manipulate the electrical signals in someone's brain to control them.

Or perhaps, like Yuichiro Kurono, you have a blackened, carbonised limb as a result of tephrosis, allowing you to produce and control smoke, which can be used to create smokescreens, compressed and hardened into solid weapons, or injure someone from the inside by getting them to inhale it. Weirder areas of control are possible, too: manipulating magnetism, for instance, or using heat to control the wind, forming them into cutting air currents or tornados, are both legitimate. Even gravity can be controlled to some degree by heating or cooling atoms to alter their mass.

Fourth Generation – 600 FP (Exclusive: Adolla Burst)

More of a step above the Third Generation rather than a new generation all in itself, Fourth Generation individuals are those who, by awakening their Adolla Burst, transcends the normal limit of their usual ability. Usually, access to a Fourth Generation ability is only temporary, lasting only as long as the user has Grace from a higher being, but by purchasing this here you're capable of using it without such a limit.

While a Fourth Generation ability is fundamentally the same as your Third Generation one, it is enhanced to such an incredible degree that it may as well transcend the laws of physics. Someone with the ability to fly by producing flames from their feet, for instance, would become capable of splitting into subatomic particles to fly faster than the speed of light, potentially allowing them to travel back in time. Another example would be Sho Kusakabe's, which allows him to greatly reduce the heat causing the expansion of the universe to slow or even stop the flow of time for all except him.

Fourth Generation abilities do tend to come with drawbacks from being overused, however: the extreme cold caused by Sho's ability, for instance, forces him to only use it in brief instances to avoid killing himself, whereas the ability to fly faster than the speed of light risks complete disintegration if not used with extreme care.

Equipment

General

Pillars of the Apocalypse – 600 CP

The Pillars were not merely a name for the eight individuals possessing Adolla Bursts that would supposedly cause a Second Cataclysm if they came together – they were also something rather literal. In the countdown leading to the apocalypse, one by one enormous, flaming pillars of stone arose from the sea around the Tokyo Empire, each accompanied by a powerful Infernal.

More important than the pillars themselves, though, were the effects they brought, as for each pillar that arose from the sea, the veil between the mundane world and Adolla thinned. Not only did the strength of pyrokinetic abilities grow dramatically, but the world itself became increasingly influenced by the collective human unconscious. It even got to the point that the moon was transformed. Gone was the distant spheroid rock, replaced by a permanent crescent bearing a cartoonish smiling face, one much closer to the Earth than it used to be.

Now, in whatever world you go to, you have control over a similar set of pillars, which by default remain sunken deep beneath the sea. By will alone, you can cause them to rise out of the sea, or similarly recede back into dormancy beneath the waves. For each pillar you cause to rise, though, the fundamental nature of the world becomes altered. The more that have emerged, the less mundane the world becomes. Events that defy the laws of physics become more frequent, landmarks and celestial bodies may take on stylised or bizarre appearances, and, with all of the pillars risen, the state of the world itself could even be influenced by the will and emotions of its population. The majority of the world simultaneously feeling despair, for instance, could lead to the world being consumed by apocalyptic natural disasters, while feelings of hope instead could bring about a more prosperous world.

Aside from this, each stone pillar that rises also causes the power of any supernatural abilities you and anyone else in the world possesses to be strengthened. Each individual pillar will cause a rather noticeable boost in strength, to the point that with all of the pillars risen, someone who could produce a blast of flame that could destroy a city block would become capable of annihilating large portions of a city with that same blast, while a person whose pyrokinetic abilities might be able to destroy a town in a single shot could become strong enough to entirely incinerate the planet with power to spare. Generally, the stronger a person was to begin with, the greater the boost they'd receive with this.

Wild Card

Infernal Ashes – 100 CP

A strange powder composed primarily of the ashes of slain Infernals. Though likely to be mistaken for sand at first glance, it's actually a highly explosive substance liable to be set off if exposed to even the tiniest flame. Each grain individually is only capable of creating a roughly fist-sized explosion, but when a pinch is thrown in the air? The grains will quickly detonate one after another in a chain reaction, eventually culminating in an explosion that could easily fill a room. The power of this dust isn't too great – most particularly powerful individuals in this world could easily shrug it off without too much issue – but the versatility they allow can't be understated. You get a dozen small vials of this powder, enough to destroy a decent-sized house if used all at once, which refill at the start of every day.

Ball of Mist – 100 CP

This head-sized sphere, created by the future Company 8 engineer Vulcan, appears to have been cobbled together out of random pieces of metal one might find lying about in a scrapyard. In fact, that's exactly how it was made, but that just makes its effects all the more impressive. By pressing a button on the ball, it will open up and unleash a sudden cloud of thick steam to fill the surroundings. While this may be useful for making an escape in an emergency, this isn't it's main purpose, for the ball also contains a projector which can somehow screen images onto the cloud of steam, creating a 360-degree, 3D video, akin to a panoramic hologram. How exactly this works is a mystery, but it certainly makes for a rather impressive viewing experience and a pretty convincing distraction in a pinch.

By default, the video the ball projects seems to be some sort of nature documentary, showing videos of all sorts of animals, from whales to elephants, that existed before the Great Cataclysm. However, you're also able to get it to play different videos by inserting them into a slot at the bottom of the ball. Don't ask how it converts them into 3D images or how it accepts everything from VCRs to digital video files, it just works somehow.

Hallucinogenic Cigarettes – 200 CP

One of the most enjoyable tools the former assassin Joker has in his bag of tricks. The cigarettes within this packet may look ordinary to any outside observer, but in truth they are anything but. Instead of tobacco, the leaves used to make them instead produce a smoke with strong hallucinogenic effects when burned. They take a little bit of time to take effect but once they do, any of your foes who inhaled the smoke will be afflicted by doubles of you completely indistinguishable from the real thing and bizarre, psychedelic imagery that assails the senses. All but those with particularly strong constitutions will soon find themselves taken in by the smoke, rendered completely incapable of distinguishing reality from hallucination, allowing you to take them down with ease. Unless you will it otherwise, you're immune to the

effects of these cigarettes when you're smoking them, and any expended will be restocked within a week.

Secret Base – 200 CP

For when you need to hide from a cult, the government, or a government run by a cult, accept no substitutes. You've come into possession of a hideaway hidden somewhere underground, perhaps in an abandoned sewer or subway network, that isn't marked on any maps. Despite its surroundings, it's actually a half-decent place to live. Stocked with all the amenities and utilities one might need, from expansive supplies of food to working plumbing and ventilation systems, you can be sure that any time you spend there will at least be comfortable, and it has enough space for around a dozen people to live with you too, should you need to shelter anyone else.

What makes this a good base isn't what's inside it, though, but a strange effect that surrounds it. For some reason, it's almost impossible for anyone to find you or anyone else staying here. So long as you don't lead a pursuer straight to the front door, you can be sure that those hunting you will never come across this place even by accident, making it a perfect safe haven for those partaking in shady activities.

Prophetic Hat – 400 CP

This rough, beaten-up cowboy hat isn't anything special. It doesn't provide you with any new powers while you wear it, enhance your abilities in any way, or even do much of anything except protect your head from the elements. That doesn't mean it's useless, though: one just has to use it a little bit differently from other hats. By lying back, covering your face with the hat, and staring into its inside, you begin to see things.

At first, all that will appear within the darkness are points of light, akin to a night sky full of stars. However, if you gaze up at these stars for long enough, eventually you'll begin to receive revelations as, somehow, the truths of the world are revealed to you. This isn't something as vague as 'enlightenment' either, but genuine secrets that you really shouldn't have any way of knowing. In this world, that would mean things such as the entirety of civilisation being manufactured by the Evangelist or the true nature of Spontaneous Human Combustion. You'll never know what you'll find out, nor how long you'll need to wait to get one – these revelations tend to be sporadic in their occurrence at the best of times – but if you spend long enough staring into it, the knowledge you gain will surely be worth it. Perhaps you could use this to become a prophet of some sort.

Dominions – 400 CP

Aren't these cute? What you have here is a set of six metal puppets with gaudy blue clothes and vaguely human faces, each the size of a small child. They're not much to look at really – on first glance, anyone might be forgiven for mistaking them for

incredibly ugly toys – but little would most know that, in your hands, they're surprisingly powerful weapons. Each one has the strength to quite casually flip a small truck into the air, as well as being tough enough to shrug off being hit by a car without a scratch. The jet installed in its rear end allows it to fly with surprising speed and manoeuvrability, and it can also be powered up in order to launch powerful blasts of fire capable of destroying a concrete wall at range, even if some may find such a display rather vulgar.

Such a complicated robot may sound unwieldy to control, but they're actually surprisingly simple. By holding the wires of one of these puppets, you're capable of controlling their movements as if they were an extension of your own body. You're not even limited to using one at a time, either: by using a pair of comically oversized, yet technologically advanced, gloves that come with these Dominions, you're capable of controlling all six at the same time. While you would lose the ability to control one if the wires connecting them to you are severed, you needn't worry about this too much, as each wire is just as well made as the robots themselves. When destroyed, you'll receive a new Dominion within a week.

Haijumper Industries – 600 CP

For too long, Haijima Industries has dominated the economy of the Tokyo Empire without any true competitors to challenge it. That is, until you come along. As of now, you've found yourself in control of an incredibly powerful conglomerate equal in scale to Haijima itself. To call this organisation a megacorporation would be an understatement: made of numerous subsidiary corporations united under one, overarching banner, your conglomerate plays a central role in virtually every industry, from fashion to food, technology to pharmaceuticals. It's involved in almost every area of these industries, too, from procuring the raw materials needed in each to creating the products.

This conglomerate of yours has a nigh-monopolistic hold in whichever country or nation you may start in, employing over half of its population either directly or indirectly, and has a significant presence in many other nations as well. Naturally, this comes with a number of benefits for you, from the incredible amounts of wealth it gives you as its owner to the political and economic influence such a monopoly would have. A number of state-of-the-art research facilities dedicated to every field of science come with this organisation too, more than equipped enough to study anything you order them to, even those most others might consider morally dubious. After all, with this kind of power, what government could possibly stop you?

New Recruit

Taters – 100 CP

Prior to assuming their current role, many Fire Soldiers worked in different fields entirely. Many were soldiers, others religious leaders, and others yet worked in the most essential job of them all: farming. Perhaps you had a similar history, or maybe you're just friends with a certain family from over on the Chinese Peninsula, for what you have here is a large crate full of potatoes of all different types. There's small ones, big ones, red ones, brown ones: a true celebration to the endless diversity of the potato. Any potato taken from this crate will be replenished by the beginning of the next day, ensuring you never run out of the world's best crop. Oh, and one more thing: you can be sure any potatoes kept in this crate will never go off, no matter what conditions they're kept in. Wouldn't want to accidentally poison someone, after all.

Fire Amplification Balls – 100 CP

These little spheres about the size of a golf ball, featureless except a letter 'T' marked upon them, don't seem to be all that much, but their usefulness becomes very apparent when added to a flame. Made of a mixture of iron oxide and aluminium powder, when ignited it begins a thermite reaction, which causes any flame it's dropped into to become exponentially hotter, making even regular fire hot enough to melt iron. Naturally, when all pyrokinetics in this world have at least some degree of heat resistance, this little tool becomes very useful for overcoming it. There may be some tough enough to brush off even a fire enhanced by these, but it'll at least be better than nothing. You have a set of ten of these balls, which is replenished every week.

Supplementary Tools – 200 CP

A useful thing, this: what you have here is a tool that, while it may not necessarily enhance the overall firepower of your Ignition ability, instead allows it to be used in an entirely new way. With this, you become far more versatile than before, your abilities serving as the basis for something entirely different through a technological medium. What, exactly, this tool does is up to you, except that it shouldn't be any more powerful than the examples listed below. If destroyed, it's repaired within a week.

An example of such a tool would be Maki Oze's iron owls. While her Second Generation ability to turn flames into tiny, sentient fireballs might not usually be too useful, by placing them inside the large metal machines known as the iron owls they become much more versatile. With the fireballs acting as a fuel source, Maki becomes able to control the iron owls as she sees fit, using them both as shields or bludgeons.

Another would be the skateboard-like device used by Ogun Montgomery, within which he can place his signature spears of flame to use as jet engines, allowing him to fly through the sky using it. Yet another would be the barrels Lieutenant Hinawa attaches to his firearms, which allows him to use his ability to alter bullet velocity to an ever greater extent than normal, turning a round from a normal rifle into a blast rivalling a tank shell.

Pi – 200 CP

Pi. An irrational number that, while it may famously start with the digits 3.14, has no end, the string of digits representing it continuing forever without end. At least, that's how it was before the Great Cataclysm, where, due to the influence of the human unconscious, it became a finite number. What you have here is a book containing pi in its entirety, from its first to its final digit. In this world, it serves as the password or Amaterasu, turning the power plant into the thing that kickstarts the Second Cataclysm, but it still retains its usefulness in future worlds where, somehow, it still remains valid. No matter how scientists or mathematicians may tear their hair out at the sight of it, they'll be unable to deny that what you have here is pi, the whole pi, and nothing but the pi, as if the laws of the universe have adjusted to accommodate its existence. What will you do with this?

Juggernaut Coat – 400 CP

This full set of Special Fire Force uniform is ostensibly the same clothing that any other member would wear, completely normal in appearance except that it looks to be several sizes too big for you due to the many layers hidden underneath. However, it has a bizarre effect woven into it, one very useful for those looking to protect themselves: specifically, that it's almost impossible to figure out where your actual body is inside of it. It's as if the laws of space are somehow distorted, making attacks that should severely would you instead miss entirely.

A punch that should have gone straight through your chest while wearing this will instead fail to hit you entirely. By all means it should have – logically, where it hit should have been exactly where your body was – but instead there was only empty space under the coat. The same applies to other attacks, too: if you should be torn limb from limb, it'll instead only tear off the limbs of the outfit, your actual arms and legs being unscathed. Even if an attack leaves you completely riddled with fist-sized holes, so many that there's no possible way you'd remain unscathed, somehow not a single one will have hit you. It defies all logic – no matter how you may justify it as all the layers hiding your true form, who knows what's really going on under those clothes.

Weirder still, any damage the uniform takes can be repaired with but a thought, the undamaged layers underneath, sliding out to replace that which was lost. However, though this may save you from attacks that should really kill you, this effect only lasts for as long as there are layers in the uniform, and those layers are not infinite in number. With enough attacks, you'll run out of layers to replace those that came before with, leaving your real body vulnerable to attack, and since the uniform itself isn't all that durable a sustained assault may see this happening rather quickly. Fortunately, though, if destroyed or damaged, the whole uniform will find itself repaired at the end of each week.

Excalibur – 400 CP

One might think that, in the age of guns and fireballs, swords might be an outdated form of weaponry, but they'd be wrong: they just need a weapon that's adapted to the times. While it's just a cross-shaped hilt at the moment, able to be wielded in one or two hands, at the flick of a switch the blade of this sword bursts into life: a crackling beam of blue, superheated plasma. A single swing of this weapon is enough to cut through an Infernal in one hit, and its blade is so hot that it's able to melt straight through steel with ease. Aside from being an incredible weapon that pierces all but the greatest defences with ease, it also has a couple of other benefits: firstly, that its plasma blade can't be affected by Second Generations or other pyrokinetics, and secondly that its mere existence protects you from those wielding electricity, such attacks dispersing and becoming far less potent in your presence.

Usually, such a weapon would require a Third Generation to supply it with flames in order to function, but yours has no such requirement: instead, it seems to be entirely powered by its own internal power source. If you do happen to be a Third Generation, though, you do gain a little bit more control over it, allowing you to control the length and temperature of the blade using your flames.

Star Ring – 600 CP

A simple ring, supposedly forged from the shavings of a star fragment. There's nothing particularly special abouts its creation: it's well-made, sure, but it's not like the materials it was made from have any sort of innate supernatural power. And yet, when you wear it, you can't help but feel significantly more powerful than before, and those feelings translate directly to reality.

The least of its powers is that it allows you to function perfectly in space, completely ignoring the lack of an atmosphere and extreme temperatures as if such things weren't an issue in the slightest. More importantly, though, is that it allows you to turn the thoughts of others into power. The more people are depending on you, the greater the importance it is that you win for them, the more potent the boosts granted by this ring will be. In the most desperate of situations, where all you care about is on the line, you become several times faster, stronger, and tougher than normal, your pyrokinetic abilities, fire resistance, and other supernatural abilities also growing proportionally stronger. If you were decently powerful before this, very few will be able to stand against you after you don it.

Veteran

Fire Soldier Tools – 100 CP

It's tough being a non-powered Fire Soldier. Not only do they lack the powerful abilities of their pyrokinetic peers, but they also have none of their resistance to fire either, making their job far more deadly. Fortunately, they're not entirely helpless: where their innate abilities may be lacking, the tools they're provided with helps to make up the difference.

The most basic piece of equipment in your arsenal, and perhaps the most useful, is your set of protective gear, consisting of a firefighter's helmet and a thick black coat made of a fireproof material with glowing blue stripes on it, and a tall, heavy shield of metal. Alongside this is a number of weapons. The Core Annihilating Pile Bunker is the first, a tube-like melee weapon that uses a hydraulic piston to propel a several foot-long spike forwards with great force, designed to specialise in piercing an Infernal's core. The Type 7 Fire Fighting Battleaxe is another, a weapon appearing much like an old rifle with a large axe head on the end of the barrel. Though primarily a melee weapon, pressing he hammer will cause a spike to be shot out of the head with the force of a bullet. The last item you receive is a set of twelve fire fighting grenades, which release a fire-dampening spray thick enough to be used as a smoke screen after being thrown. Any of these items that are used up are repaired or replenished after a day.

One Good Gun – 100 CP

Sometimes all these fancy, new-fangled tools aren't what you're looking for, and you'd rather use something more traditional. That's where this comes in: a trusty handgun, similar to one found in the modern world. Though it's no more powerful than a normal pistol, it seems to come with a seemingly endless magazine. No matter how many rounds you fire from it, it'll never run out or need reloading, and you'll always seem to be able to get it on hand just be reaching for it from somewhere out of sight, such as the inside of a coat. It's not the most useful item in the world, but it's definitely reliable, and that's what counts, right?

Matchbox – 200 CP

A cross between a fire engine and an armoured personnel carrier, the special armoured fire engine – colloquially known as the Matchbox – is the Special Fire Force's premier means of transport. Covered in armour thick enough to withstand blows that would leave craters in concrete, with enough room in the back to hold a half-dozen men and all of the equipment they could need, there's no better vehicle around. Yours, however, is a little bit better than most, for not only does it require no fuel in order to function, but it's also outfitted with a number of non-standard modifications.

The first of these are a pair of grappling looks in either side, strong enough to hold the vehicles' weight and able to be shot out with enough force to pierce stone, useful

for slowing the Matchbox's descent in case of an unexpected fall. More interesting, though, is the fire extinguishing cannon installed in the top, an enormous turret which shoots water at incredibly high pressure. So great is this pressure that a single shot hits with the force of a tank shell, and deploying a pair of anchors is necessary to prevent the Matchbox from being flipped over from the sheer power of it. Obviously, this doesn't make it too useful when trying to actually put out fire, but when fighting Infernals? That's where it shines.

Fire Sensor – 200 CP

What's this, a tool that may actually be useful when fighting fires? Well, isn't this strange. Taking the form of a large, bulky tablet with a number of dials, knobs, and tubes of indeterminate function installed around its screen, this is a device that serves to monitor and measure the temperature for a couple of hundred metres around you. Its sensors are capable of detecting any heat signatures within this radius, pinpointing their location and temperature with incredible accuracy, making it a useful device for tracking down Infernals or fires within this area. It'll even make a convenient beeping sound if any of these heat signatures start acting like they're about to explode.

If staring at a tablet and flicking through all of its many graphs and readings isn't your thing, though, it also comes with a wearable visor which displays much the same data. Though it cuts down on the great level of detail for the sake of readability, it instead highlights any heat sources that would've bee detected the tablet, showing them even through walls akin to an advanced infrared scope of sorts.

Buff Whistles – 400 CP

Some people create scythes of flame, jets of fire from their feet, or even control gravity itself using their pyrokinetic powers. Others blow on whistles. Much like the Company 4 Lieutenant Pan Ko Paat's Third Generation ability, you've come into possession of a collection of whistles which, somehow, use the power of heat to buff people. Each of the whistles you have in your collection buffs a slightly different attribute: fire resistance, physical strength, durability, speed, the power of one's pyrokinetic abilities, reflexes, and more besides.

No matter which one you use, you can be sure the increase they'll provide will be noticeable, if not necessarily game-changing, and will last for several minutes before wearing off. These whistles can be used without limit, too: all you need to do is point them at the person you want to buff, blow on it, and they'll immediately benefit from the effects. You can even use multiple on one person or boost your own abilities with them, though bear in mind that you can only benefit from each buff only once at a time. You can't, for instance, blow on the strength whistle multiple times on a single person to turn them into a monster.

Bells and Trumpets – 400 CP

A pair of musical instruments: one, a handbell with a wooden handle, and the other a large brass instrument consisting of a single cylinder in the shape of an elongated oval bent in on itself before ending in a flared bell, similar to a particularly sizeable tuba or euphonium. Designed to be wielded with one in each hand, these can be used to play music of course, but that's not their primary purpose: that would be to be one of the best tools for combating fire around.

Together, these tools can extinguish even the largest of fires in an instant through the process of thermoacoustic cooling, similar to how an air conditioner functions. In short, they compress heat in order to convert it into sound, then convert that sound energy back into thermal energy. With each loop of this cycle the temperature goes down, eventually resulting in the formation of ice. As such, these instruments are useful weapons in the hands of any Fire Soldier: a single ring of the bell is enough to extinguish any normal flames around you or completely encase an Infernal in a prison of ice, while the brass instrument serves to collect heat and further cool it, eventually resulting in projectiles of ice which can be shot from the end. Together, with some focused effort they'd even be able to convert a towering firestorm into a pillar of ice. Usually, you'd have to be a Second Generation to even use these items, but by purchasing them here you'd be able to make use of them even without any pyrokinetic ability.

Special Fire Force Company X – 600 CP

Perhaps the existing companies of the Special Fire Force don't particularly appeal to you, or maybe you think you could do a better job if you were standing at the helm. Whatever the case, by taking this you've become the captain of your own company of the Special Fire Force. Whether that be a brand new Company 9 or one of the existing companies, your new crew of fire soldiers will be sure to follow your orders with the utmost loyalty, going along with your directions even if they contradict the order's stated purpose.

Should you decide to create your own company, you may decide its details freely. Perhaps its members are all devout worshippers of the Sun God, with each member doubling as an ordained priest, or maybe the company also serves as a research institute, with many of its members being scientifically-inclined and outfitted with experimental equipment. Whatever you choose, though, your company have an area of Tokyo to protect as its jurisdiction, a fittingly large and state-of-the-art headquarters, and a number of members under your command, including fire soldiers, engineers, priests, scientists, and maintenance staff. By default, you'll have a few dozen combat personnel under your command. Most of these will be fairly average in capability, the majority possessing Second or Third Generation abilities, though a handful of them will be particularly powerful individuals serving as your lieutenants, each of whom are strong enough to take on a Demon Infernal for a time. However, if you so choose, you may reduce the size of your company down to about a dozen in order to increase your average members, or up into the hundreds at the cost of average strength.

Destroyer

White Robes – 100 CP

If there's one thing the White-Clad can be complimented for it's their fashion sense, which is something that you, too, now share in. With this, you've got yourself a personalised set of pure white clothes with a large red cross on the chest. As the cult seems to encourage personal expression, what form this takes is up to you. Be it a long, flowing set of vestments akin to that of a priest, a strange mockery of a traditional nurse's uniform or a cape and tunic similar to that of a medieval Knight's Templar, you can be sure that you will always look good in them. Not only that, but they also happen to remain perfectly clean at all times and provide a small measure of protection against fire, enough to shrug off a fireball or two.

The True History of the Tokyo Empire – 100 CP

Unbeknownst to the majority of people living in the Tokyo Empire, the history they've been taught by the Holy Sol Temple and the other powers that be is a heavily-sanitised version of events. Completely whitewashed are the rather morally dubious deeds taken by its founder, Saint Raffles I (or rather, a being from Adolla impersonating him), in the creation of Amaterasu and the Empire as a whole. Fortunately, you're one of the people who knows the truth, and you've got the evidence to prove it.

What you have here is a collection of journals, documents, and other first-hand accounts of major events in the history of the Tokyo Empire, from the Great Cataclysm to the present days. Together, each of these put together a largely complete timeline of its history, one that is somehow completely factually accurate, untainted by biases, myths, or purposeful distortions of the truth. The Holy Sol would like try to kill you if they knew you had this. For each jump you go to in the future, you'll receive a similar set of documents detailing the uncensored timeline of a different major nation in the world.

Adolla Bugs – 200 CP

Most of the time Spontaneous Human Combustion is just that: spontaneous. However, with these small bugs, appearing similar to large fleas the size of one's fingernail, it seems that you can make this process a lot more artificial. Coming in small tubes, one only needs to unstopper the tube and hold it against someone's skin, and the bug will begin to burrow beneath their skin. Within mere moments, the affected person will go up in flames, and it won't be long after that until their body's been completely transformed into one of an Infernal. The Infernal created won't be loyal to you, acting completely based on its instincts, though perhaps that's something you could fix with further study.

Be careful, however. Though it is rare, very occasionally the introduction of a bug to someone won't cause Spontaneous Human Combustion, but cause them to develop a Second or Third Generation ability instead. Furthermore, the bug actually needs to

be able to burrow into someone: though it can pierce flesh and cloth with ease, it struggles with harder materials. You receive ten vials of these creatures, which are replenished every week.

Experimental Orphanage – 200 CP

Conducting illegal experiments is tricky business. Not only do you need to avoid the law and public scrutiny, but you also need to find a set of test subjects who aren't likely to escape and blab at the first possible opportunity. So who better to test on than those with no one else to go to – orphans! You've come into ownership of a small orphanage out in the countryside, surrounded by tranquil, idyllic fields without a city for seemingly miles around. And what would you know, it's already full of orphans, just ready to be tested on, with a bunch of staff to help run the place too. Unless you make things incredibly blatant, the orphans here won't have an idea that they're being tested on, and even if evidence of your deeds does get out it's unlikely anyone will seriously believe it, letting you work with impunity.

Of course, even the best-planned experiments are doomed to fail without the proper equipment to carry them out, so fortunately you've got just what you need. Beneath the orphanage, in a basement with a well-hidden entrance, is a fully-stocked laboratory, complete with a small library with books of every science and all of the scientifical apparatuses you could need to run any test – or manufacture any chemical – you might think of.

Order of the Jumper Flame – 400 CP

You're no longer some rank-and-file soldier of a cult: you're one of the ones commanding those soldiers. By purchasing this, you've become the commander of a small band of White-Clad knights. Though they only number around twenty in total, each and every one of them is an accomplished Second or Third Generation pyrokinetic, capable of easily dealing with Infernals on their own and cutting through most fire soldiers the Special Fire Force could field. Though primarily dedicated to combat, the exact specialisation of this Order is up to you: perhaps they specialise in infiltration and subterfuge, gathering key intel on the enemy from within, or maybe they're just your personal bodyguards. Whatever the case, their loyalty ultimately lies with you instead of the White-Clad. Should you order them to go against the Evangelist's commands they would do so without hesitation, even following the most suicidal orders without hesitation.

Alternatively, instead of human pyrokinetics you may instead purchase a band of intelligent Infernals instead. With their sanity intact, they're capable of wielding their First Generation abilities much more effectively than most of their kind can, though naturally their appearance makes it difficult to operate within society.

Golden Gauntlet – 400 CP

Ignition abilities need not necessarily manipulate only fire, which is something this item demonstrates well. A gauntlet of pure gold large enough to cover your entire forearm, to most this would seem like nothing but a very expensive glove. However, with a thought you can command it to begin heating, which makes use of one of its material's most curious properties: when it reaches high temperatures, gold becomes magnetic. Through this, you become able to control items made of magnetic metals within about 50 metres of you. Bullets, shields, blades, even belt buckles can be controlled by your hand of gold, suspending them mid-air and using them as weapons to attack your foes from every angle. Though it can't lift anything too heavy – a car would be its maximum – you're able to precisely control many items at once using this, making it very deadly indeed.

With this, even your opponents' own weapons can be turned against them, forcing them to fight against the tools they may well depend on. Really, this shouldn't work without a very specific Third Generation ability, but somehow it's been altered to function for you even without any pyrokinetic abilities. Just be careful, though: if they happen to attack you with something that isn't magnetic or find a way to disrupt the gauntlet's magnetism, this may not protect you.

Great Sovereign – 600 CP

Centuries ago, Saint Raffles I founded and united the Tokyo Empire under the Holy Sol Temple, creating a theocratic state that persists to this day. Except, he didn't. By the time the Empire came to be founded, Raffles was dead. Instead, a man known as Yona – a being from Adolla with the ability to mimic the appearances of others – took control using his name, shaping the burgeoning religion and nation into something that would suit the Evangelist and lead the world into a second Cataclysm. Yona has long since left his position as the ruler of the Tokyo Empire, leaving the White-Clad-unaffiliated Raffles III in charge today… or, by purchasing this, you.

You are now the Imperial King of the Tokyo Empire, a leader who guides both the minds of your flock and sets the laws of your subjects. Naturally, this affords you incredible amounts of influence over both spiritual and secular doctrine, allowing you to shape both as you see fit, whether that be to fit the Evangelist's ends or your own. You're considered a beloved leader by your people, the overwhelming majority of them seeing you in nothing but a positive light, but naturally, as with all governments there will be some who disagree with you.

That's where the Holy Sol's Shadow comes in, an order of assassins dedicated to purging heretics, dissenters, and others who'd challenge your rule. Though their white harlequin outfits might be rather unusual, their skill in combat is the real deal, wielding both mundane blades and pyrokinetic abilities to deadly effect. They number about fifty in all and, though they may not stand a chance against the world's strongest, they'd be able to take out most normal combatants with ease. Each of the assassins here follows your commands to the letter, killing any you direct them to without question.

In future worlds, though you may no longer be a secular ruler, you will still retain your position as the well-loved head of a powerful religion as well as the Holy Sol's Shadow, who continue to execute your will wherever you go.

Companions

Fire Faces – 50 CP each/300 CP

You may bring one of your current companions into this world. They gain a background and 600 CP to spend on perks or their pyrokinetic ability, benefitting from all of the usual free stuff and discounts their background would usually bestow. Alternatively, you may instead create a new companion. They gain all the benefits an existing companion does, but you also get to decide their appearance, personality, and pyrokinetic ability.

If you wish to import a full cohort of eight companions, it costs a discounted price of 300 CP.

Canon Companion – 100 CP

You get the chance to make any one character that appeared in the Fire Force manga. Perhaps one of the heroes of Company 8? One of the psychotic White-Clad? A sapient mole? Though you will have to convince them to accompany you, they will be naturally predisposed to like you and you will be guaranteed to have several opportunities to do this.

Infurnal – Free

Whoever said that humans were the only ones who experienced Spontaneous Human Combustion? With fire billowing from their eyes and tail and a body of brimstone, you've got yourself a wonderful Infernal dog. Despite their rather menacing appearance, this hellhound is surprisingly affectionate towards you, behaving much as any loyal dog would towards their owner. Just be careful not to let it near anything too flammable – it finds it difficult to control its flames when excited. Oh, and in case you're wondering: no, it doesn't feel any pain from its state of being. That seems to be something only human Infernals experience.

Guardian – Free (Requires Adolla Burst)

Whenever one of the Eight Pillars – those individuals with Adolla Bursts necessary to cause the apocalypse – joins the White-Clad, they're assigned a Guardian. This person is tasked with defending their Pillar with their lives, and is chosen specifically to complement their strengths and weaknesses. A brash and impulsive Pillar might be given a cautious strategist of a Guardian, for example, while one that specialises in melee combat may be assigned an expert sniper.

Regardless of whether you're a member of the White-Clad or not, you've received a Guardian of your own. Not only do they gain a background and 800 CP to spend on perks or their pyrokinetic ability, but they're also incredibly adept at fighting alongside you, teamwork between the two of you flowing as if it were natural.

Alternatively, you may instead import one of your existing companions to be your Guardian, causing them to gain the same benefits.

Another Stranger Me – 400 CP

For every person that has ever lived or died, there exists a doppelganger in Adolla: and yes, that includes you. By purchasing this, you're guaranteed to somehow not only come across your doppelganger at some point during your stay, but also convince them to become your companion. Generally, your copy here has the same abilities that you do, but they're bound to differ slightly in some ways to a greater or lesser extent. As they come from the dimension of the collective human unconscious, this doppelganger is coloured by the public's perception of you. As such, their personality tends to be an exaggerated, far less nuanced version of your own, and their abilities altered slightly based on what people believe you're capable of. Potentially, this could lead to them being far weaker or stronger than your true strength.

Oh, and as an aside: you can choose whether your doppelganger's appearance resembles your own exactly, seems like an Infernal version of yourself, or something stranger or more symbolic related to yourself. Someone seen as a dragon would have a dragon-like doppelganger, for example.

Drawbacks

There's no limit to the number of drawbacks you may take, and all are removed at the end of this jump.

Designated Fan Service Character – +100 CP

It seems you've developed a nasty case of Lucky Lecher Lure. Much like Tamaki Kotatsu, you have an uncanny tendency to clumsily stumble into humiliating situations. One moment you'll just be walking around, the next your clothes will have all fallen off through increasingly illogical circumstances, or you'll trip and end up being accidentally groped by someone you happened to fall on. There's no telling when these fan service moments will occur – they're liable to happen even in the middle of battle – but when they do you'll be sure to be embarrassed by it, no matter how jaded you might normally be.

Pure of Heart – +100 CP

You might be one of the strongest fighters around, feared far and wide for your might, but you've got a pretty glaring weakness: your awkwardness around anything lewd. You could be the meanest guy around, but the moment you catch sight of a bra or a sudden gust of wind reveals a bit too much of what's under a skirt, you're reduced to a blushing, flustered mess, so embarrassed that even fighting becomes a difficulty for you. Just hope you never have to go up against a certain fire soldier whose clothes fall off for seemingly no reason at all.

Devilman – +100 CP

There's something about you that just seems to cause people to gossip about you, and not in the good way. Perhaps it's the way you smile? For whatever reason, people are inclined to believe you're a pretty terrible person, no matter how nice you might be in reality. Though they won't do anything too serious, you can be sure a lot of people will judge you pretty negatively for reasons outside of your control. With how many rumours are spreading about you, it'll be hard to garner a good reputation.

Repetitive Minister of Repeating Repetitions – +100 CP

A lot of people in this world have rather colourful, quirky manners of speech, and you're no different. You have a strange tendency to repeat yourself a lot, as if you're stretching every sentence out to be as unnecessarily repetitious and tautologically-loaded as possible. Naturally, this makes it pretty difficult to understand what you're actually saying. Better hope you don't have to say anything too urgently, because you really can't help yourself.

Who're You Calling a Gorilla Cyclops? – +100 CP

For some reason, you're incredibly insecure about some aspect of your appearance. Be it your muscles, your smile, or something else, you can't help but feel self-conscious whenever someone brings it up, and like any good tsundere you can't help but resort to violence in response. Worse yet, you're so sensitive about this feature that people don't even need to mention it to set you off – if something they say can even be loosely misinterpreted as pointing it out, you can be sure you'll make that mistake. Try not to beat too many people up because of this.

Grovel, Gravel – +100 CP

Much like Hibana, captain of Company 5, you've developed a rather unhealthy attitude towards the opposite sex. Specifically, you view yourself as completely and utterly above them, the inferior sex so far below your glorious self that they might as well be gravel beneath your feet. In fact, it'd be just like you to use them as stepping stones or footrests, for that's all they're good for, right? Of course, some individuals may catch your eye, but it'll just be that: individuals. They just happen to be different.

Pyro Pervert - +200 CP

This is a little bit creepy: you have an unhealthy obsession with fire some would say borders on the perverse. To you, there's nothing better than being burned, and the hotter or more powerful the flame, the better. Though this can be resisted, it will be a constant struggle to avoid throwing yourself before just about every fire you come across, or just failing to dodge a fire coming your way. Hopefully you have someone you can depend on to reign your tendencies in a little bit.

I'm a Knight – +200 CP

There's no two ways about this: you're dumb as a brick. Strategy or even common sense seem to be completely foreign concepts to you – if there's an enemy in front of you, you can be sure you'll be charging directly at them without any regard for any traps that might be nearby. You're unable to see things in any other terms than black and white, and even the most obvious of lies will fool you with ease. It's a wonder you're still alive, to be honest.

Moleman – +200 CP

You aren't human anymore – in this world, you never were. You're a mole. A mole with the intelligence of a human, yes, but a mole nonetheless. Naturally, this means you have some pretty significant limitations placed on you: specifically, that your physical abilities are only that of a mole, and your vision is likewise terrible. Sure, you're half-decent at burrowing through the ground now, but does that really make up for the fact that a dog could overpower you now?

Tephrosis – +200 CP

It seems that at some point in your past you overused your abilities, and as such have developed Tephrosis – a condition in which your own body was used as fuel for your abilities, leaving you with permanent charring. Blackened spots now cover your entire body that leave you with a chronic, if mild, pain. However, using your pyrokinetic abilities or any other supernatural power causes your Tephrosis to flare up, wracking your body with agony. If you somehow manage to use your abilities in spite of this pain, you'll find that each use leaves more charring on your body, making each subsequent use even more painful than before.

Put it Out! – +300 CP

This is stupid. There's no other way to put this. By taking this drawback, you now suffer from extreme pyrophobia, enough that even the smallest of candle flames can send you into a state of terrified panic. This includes your own pyrokinetic abilities, which often end up going off when you're panicking, causing a rather unfortunate cycle of fear. How you're going to function in this society is a complete and utter mystery, really – just try not to go up against any pyrokinetics.

Stigma – +300 CP

For the briefest of moments you've touched Adolla before, and it has left you permanently scarred. You've lost an eye or a limb which won't be able to be restored no matter what means, be they scientific or esoteric, that you use – even prosthetics fail to function for you. Worse, though, is the fact that this Stigma means that the White-Clad have their eyes on you, and not in a good way. Seeing you as a threat to their organisation, they'll be sending assassins after you fairly regularly, which will quickly become more dangerous the more you fend them off.

Human Power Plant – +300 CP

An unenviable fate, this. For some reason, the founders of the Tokyo Empire have decided that they need a second Amaterasu, and instead of using someone else with an Adolla Burst they found the next best thing: you. You're imprisoned inside the centre of a power plant, your body put through constant, agonising pain as your life force is used to fuel the empire's power consumption. It won't ever kill you, but at the same time you'll never be able to escape by your own abilities: you'll have to rely on someone else finding out you're in here and setting you free which, considering only a handful of people even know you exist, is pretty unlikely.

Ending

Congratulations! If you're here, you somehow survived or averted the second Great Cataclysm that will soon threaten this world. Or perhaps you fled somewhere else before shit hit the fan. Regardless, it's now time to choose what happens next.

Go Home

You've decided to retire from your chain and return to where it all started – your home universe – with everything you gained along your journeys.

Stay Here

You've decided to end your travels and live out the rest of your days here.

Carry On

Onwards and upwards, you're off to wherever your next Jump might take you.

Notes

- By default, the power levels described here are those from before the Second Cataclysm and Stone Pillars arc. As such, should those events come to pass any pyrokinetic abilities you bought in this Jump will be heightened as they would for any other character in canon. You'll be able to retain that increase in power post-Jump.
- Dying as a result of the Second Cataclysm will not result in a chain failure so long as you are resurrected by Shinra.
- Unlike almost everyone else in the world, you will not lose your pyrokinetic abilities you bought in this Jump should the creation of the New World go as it does in canon.
- If you can somehow achieve union with the Evangelist (or her doppelganger Mari Kusakabe) in Adolla while being the embodiment of some sort of concept (such as hope from 'Destined Hero' or despair from 'Destroyer of Hope'), it becomes possible for you to achieve a similar state to Haumea or Shinra at the end of the manga. Given that the Evangelist is uniquely connected to Haumea and Mari is Shinra's mother, however, it will be difficult to take their place. Choosing to retain this state at the end of the Jump counts as you deciding to stay.